

Official: The UK's Best-Selling N64 Mag!

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64

magazine

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Reviewed this issue:
F1 Pole Position
Dynamite Soccer
Goldeneye 007
War Gods



printed in the UK • a Paragon Publishing magazine

Exclusive!

Duke Nukem 64

Harder than Charles Bronson's Rottweiler!

Goldeneye mapped!
Goemon solved!
Game clichés ridiculed!



**FREE TIPS BOOK
WITH THIS ISSUE!**

Diddy Kong Racing

Nintendo go ape with a new racing adventure!

Tomb Raider 64 News! • Street Fighter 64 • Bomberman



MRC

MULTI-RACING CHAMPIONSHIP

- *Eight high performance, fully customisable vehicles*
- *True 64 bit visual detail*
- *On and off road terrain*
- *Alternative routes on every course*

INTERNAL COMBUSTION ENGINE



NE

ocean



64

volume six

magazine

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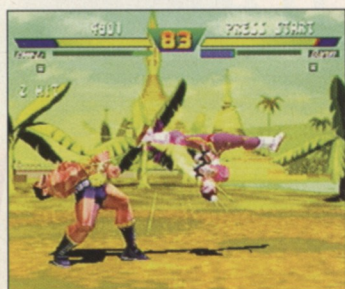
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The full monty on the games we've reviewed in past issues.



Wherefore Art Thou, Nintendo?

FOR A MULTI-BILLION DOLLAR COMPANY THAT WAS once the world's largest console manufacturer, and has every intention of being so again, Nintendo has been awfully quiet lately. The last new game that was solely a product of Nintendo themselves was *Starfox*, six months ago, and the next game scheduled to emerge from Nintendo's own labs is... well, we don't know, and we suspect they don't either. Every first-party game post-*Starfox* for the N64 has been subject to delays so huge that Godot will probably get here first.

Yoshi's Story, *Zelda 64*, *F-Zero 64*... all delayed. It now looks unlikely that there will be a single Nintendo-produced title on the shelves for the rest of the year. What's going on?

Nintendo's policy of not releasing a game until they think it's perfect is admirable, but the gap between *Starfox 64* and their next in-house game will be at least eight months, and possibly longer. When you consider that some of the games have already been in development for as long as two years already, things start to look worrying.

Nintendo have been relying heavily upon second-party companies like Rare (*Goldeneye*, *Blast Corps*, *Diddy Kong Racing*) recently, but even they are suffering from slippage, *Banjo-Kazooie*'s release being put back by four months only a month after the game was first announced! The only reason *Diddy Kong Racing* will appear when intended is because Nintendo and Rare didn't tell anyone it even existed until it was almost finished...

As well as second-party games from Rare, Angel Studios, DMA and the like, Nintendo are bolstering their schedules by buying up games from Japanese companies and sticking a Nintendo banner on them – *Mischief Makers* (alias *Go! Go! Troublemakers*) and *Bomberman* are two forthcoming examples. This doesn't disguise the fact that all does not seem to be running smoothly for Nintendo's game development teams. With all their talent, resources and money, how come Nintendo still can't get their games out on time?

Nintendo *must* release more games, and soon. Their foot-dragging over the N64 hardware let Sony march in and take over, and Sony have learned the easy way that a constant turnover of new titles – whether good or not – is enough to keep the market stimulated. The Nintendo name on a game is as near to a guarantee of quality as you can get, but outside the hardcore Nintendoids, peoples' patience is not infinite. If they're kept waiting too long they'll go somewhere else – and Sony's arms are open.

ANDY McDERMOTT, EDITOR

the 64 showcase

news
peripherals
advice • hot new
items of interest



POP A CAPCOM IN HIS ASS!

NINTENDO 64 IN POTENTIALLY GOOD BEAT-'EM-UP shocker! Capcom have made it apparent that their 1998 N64 lineup will include a *Street Fighter* game. Since the chances of squeezing *SFIII* onto a cart are about the same as those of William Shatner winning a Best Actor Oscar, the current buzz is that the excellent *Street Fighter EX* – a *Tekken*-look polygon based game – will be heading Nintendowards. *SF EX* on the PlayStation is every bit as playable as its 2-D forebears on the Super NES, so if the rumours of an N64 conversion are true, all the other fighting pretenders might as well pack up and go home.

Also on Capcom's schedule, though at present without any confirmed names, are a *Tetris*-style puzzle game (*Puzzle Fighter*, perhaps?), a *Megaman* adventure (which may be the long-running hero's first excursion into 3-D) and what has been described as a 'Biohazard-style' game.

Biohazard is, of course, the Japanese title of *Resident Evil*, so 64 MAGAZINE's prediction of zombie mayhem coming to the N64 has turned out to be pretty accurate. Another old favourite, *Ghouls 'n' Ghosts*, is also on the way.

The bad news is that none of these games will arrive until next year – no definite release dates have been set by Capcom, and even the tentative schedules that have appeared reckon Spring 1998 to be the earliest any of Capcom's N64 titles will appear. But come on – *Street Fighter*, *Resident Evil*... it's worth waiting, surely?



NO TOMB RAIDER⁶⁴!

EIDOS INTERACTIVE HAVE CONFIRMED TO 64 MAGAZINE THAT THERE WILL NOT, repeat not, be a version of megagame *Tomb Raider* for the N64. Sony have tied up the posh lass (oo-er!) and her grave-robbing adventures in an exclusive deal for the PlayStation, so that *Tomb Raider 2* will only appear on their console. Bool!

The deal between Eidos and Sony is pretty far-reaching – Sony will have exclusive use of the

Tomb Raider licence for consoles until at least the year 2000. And that's 'exclusive' in the proper sense, not in the videogame magazine sense where an 'exclusive' is something you have five minutes before anyone else, or in the case of *Diddy Kong Racing*, two weeks after 64 MAGAZINE.

However! (Dramatic chord) When quizzed about the prospects of a game of a different name starring the DDD-cup heroine (*Lara Croft And The Temple Of Death*, or whatever), a representative of Eidos could offer only a sheepish "Uhh... no comment". Though the Sony deal seems airtight, there is still a slight glimmer of possibility that Eidos's top franchise may still appear on the N64, but under a different name. (Don't hold your breath, though.)

Unfortunately, whatever happens, Eidos aren't planning to bring out any N64 games until well into 1998, and are keeping their plans tightly guarded. You'll be kept informed...



YES ZELDA⁶⁴!



ON THE OTHER HAND, WHO NEEDS *Tomb Raider* anyway? The latest shots of *Zelda 64* show Link doing some very Lara-ish things. No, we don't mean that he's put on an extremely tight t-shirt and had a boob job – he can be seen clambering over obstacles and pushing stone blocks about. His fairy companion is visible as well. Also here are new grabs of *Yoshi's Story* and *F-Zero 64*. The Yoshi pics



show the eponymous dino charging through some ever more bizarre landscapes. Actually, it's dinos plural, just like the Super NES game, which means the game's name has the apostrophe in the wrong place!

As for *F-Zero 64*, graphically it doesn't look any more advanced than the last time we saw it... but take a closer look at that position indicator. Travelling at over 500kph certainly isn't going to get lonely with that many cars on the track!



IS THAT A MONSTER IN YOUR POCKET, OR...?

THE FIRST DETAILS ON NINTENDO'S *POCKET MONSTER* HAVE LEAKED FROM JAPAN, ALONG WITH SOME PICTURES! THE GAME ITSELF IS A TAMAGOTCHI-STYLE VIRTUAL PET AFFAIR, STARRING (AMONG OTHERS) ONE 'PIKACHU', WHO IS APPARENTLY THE CUTEST OF THE LITTLE BEASTS, AND IS IN FACT THE SQUIRREL-LIKE YELLOW CHAP IN THE PICTURES HERE. ALTHOUGH *POCKET MONSTER* IS LISTED AS ONE OF THE 64DD'S LAUNCH TITLES, THE PIKACHU GAME WILL APPEAR ON CARTRIDGE FIRST, THE FULL DD GAME WITH OTHER MONSTERS FOLLOWING SOON AFTER.

THE N64 IS NOT DOING THAT WELL IN JAPAN, BEING OUTSOLD SOMETHING LIKE EIGHT-TO-ONE BY SONY'S PLAYSTATION AND NOT MANAGING MUCH BETTER THAN SEGA'S AGEING SATURN, SO NINTENDO HAVE COME UP WITH A MARKETING WHEEZE TO BOOST THE N64'S SALES. THE GAME BOY VERSION OF *POCKET MONSTER* (THERE ARE THREE VARIANTS OF THE GAME WITH DIFFERENT MONSTERS ON EACH) IS ABSOLUTELY HUGE IN JAPAN, SO NINTENDO ARE

OFFERING A DEAL WHEREBY N64 OWNERS (OR NEW BUYERS, THE REAL TARGETS) CAN RECEIVE AN EXCLUSIVE DATA SET THAT GIVES THEM PIKACHU FOR THEIR GAME BOY CARTS.

NINTENDO'S HOPE IS THAT INTEREST IN THE GAME BOY AND PIKACHU *POCKET MONSTER* GAME CAN BE USED TO DRUM UP SALES FOR THE N64, AND THEN FOR THE 64DD. ONCE AGAIN, THOUGH, WE HAVE TO RAIN ON THE PARADE AND POINT OUT THAT *POCKET MONSTER* IS BIG IN JAPAN, BUT NOT ANYWHERE ELSE. IT'LL HAVE TO BE SOMETHING TOTALLY AMAZING IF IT'S GOING TO SELL IN THE WEST, AND A GLORIFIED TAMAGOTCHI ISN'T QUITE WHAT WE'D HOPED FOR...

BY THE WAY, DID YOU NOTICE THE MICROPHONE ICON ON THE SCREENSHOT? THERE ARE REPORTS THAT A 'MICROPHONE PAK' IS BEING DEVELOPED FOR THE N64 – AND THE DESIGNERS OF THE PIKACHU GAME (INCLUDING SHIGERU MIYAMOTO) HAVE CONFIRMED THAT YOU WILL BE ABLE TO 'TALK' TO THE CREATURE IN THE GAME...



On The Road

GOOD NEWS FOR ENTHUSIASTS OF RACING games – THE Games, Nintendo's British distributors, will be handling the UK sales of Kemco's *Top Gear Rally* and Titus's *Lamborghini 64*. Both titles are expected to arrive on shelves around November. Typical, you wait ages for a racing game...



Both games were featured last issue, but since then we've discovered that *Top Gear Rally*'s hidden vehicles include an ice cream van, a giant football helmet and a beachball! Eyes peeled for reviews soon.



Zelda Delayed Again, Ho Hum

IN A MOVE THAT WILL SURPRISE ABSOLUTELY NOBODY, NINTENDO HAVE DELAYED THE LAUNCH OF *ZELDA 64* YET AGAIN. AT LAST REPORT SCHEDULED FOR RELEASE IN DECEMBER THIS YEAR, THE GAME IS NOW VAGUELY SET TO APPEAR IN EITHER APRIL OR MAY 1998, BUT NINTENDO ARE REFUSING TO COMMIT TO A SPECIFIC DATE. MAJOR LEAGUE BASEBALL (WITH KEN GRIFFEY JR! WOWEE!) HAS ALSO BEEN DELAYED UNTIL SPRING 1998, BUT THAT'S NOT QUITE AS EAGERLY ANTICIPATED...

SINCE *ZELDA* POSTPONEMENTS ARE NOW A REGULAR FEATURE, 64 MAGAZINE HAS DECIDED TO SAVE TIME BY PRE-ANNOUNCING FURTHER DELAYS. SIMPLY CUT OUT THE APPROPRIATE SNIPPET FROM OUR EXCLUSIVE ZELDOMETER AND STICK IT INTO EACH NEW ISSUE OF 64 MAGAZINE AS YOU GET IT!



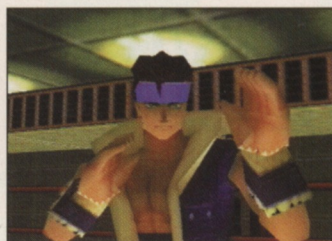
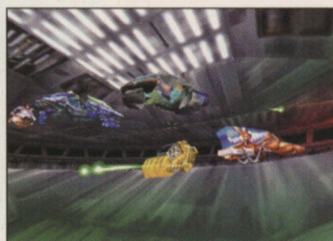
IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF *ZELDA 64* UNTIL MAY 1998.

IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF *ZELDA 64* UNTIL JUNE 1998.

IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF *ZELDA 64* UNTIL CHRISTMAS 1998.

IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF *ZELDA 64* UNTIL THE DAWN OF THE NEW MILLENNIUM.

IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF *ZELDA 64* UNTIL THE 12TH OF NEVER.



ECTS Etc

THE EUROPEAN COMPUTER TRADE SHOW (ECTS), HELD AT Olympia in London in September, was great if you were looking for the latest PlayStation and PC games, or if you wanted to ogle attractive young women in bizarre latex outfits. If it was Nintendo 64 games you were after, it wasn't quite such a vintage event. The number of games that were getting a first showing at ECTS could be counted on the fingers of one foot.

The big disappointment was the absence of Rare's *Diddy Kong Racing* from the Nintendo stand. Although 64



MAGAZINE had already seen and played the game (see the report on page 24), it was still a surprise that it wasn't on display. Nintendo instead concentrated on plugging *Goldeneye*, though they can be forgiven for that. *Lylat Wars* was also heavily promoted, but the only other new games on the Nintendo stand in fact came from other companies, with *Extreme G*, *Top Gear Rally* and *Clayfighter 63 1/3* getting an airing. *Top Gear Rally* looked very promising, certainly much better than *Multi Racing Championship*, but *Clayfighter* merely brought snorts of derision. While the 3-D backgrounds work well, the animation of the fighters was, if anything, worse than in the old Super NES *Clayfighter* games!

Games worthy of note on other stands included GT Interactive's *Duke Nukem 64*, *Quake* and *Mace: The Dark Age*, Konami's *GASP* and *Nagano Winter Olympics* and Acclaim's *Extreme G*, *NHL Quarterback Club* and *Forsaken*. You can find out more about these games elsewhere this issue.

Aside from those, there were very few N64 games at the show, in marked contrast to the Tokyo Games Show taking place concurrently on the other side of the world. New titles from Ocean (*Mission: Impossible*), Electronic Arts (*FIFA '98*) and BMG (*Silicon Valley*) were conspicuous by their absence. Sony had huge titles like *Tomb Raider 2*, *Formula 1 '97*, *Time Crisis* and *Resident Evil 2* in their gargantuan arena, but Nintendo seemed content to take a back seat and trot out *Mario Kart 64* yet again in the cramped and sweaty Nintendo Challenger truck. The longer Nintendo take to recognise Europe as a major market, the harder it will be for them to stop Sony ruling the roost.



LIFE LESSONS FROM ECTS

- Even the most loquacious PR man can be reduced to a gibbering silence by a girl in a short skirt.
- If you want to make your stand the busiest at the show, put a bar on one side and babes on the other.
- Vodka jellies give you a hangover – while you're still drunk.
- Even the most professional and cheerful model will start to look surly after three sunny days of wearing a rubber corset in a glass-roofed arena and being groped by a non-stop procession of fat sweaty businessmen, drunken liggers working for non-existent companies and whey-faced games hacks.
- Walking around in a big foam rubber *Worms* costume is the saddest job on Earth.
- You can travel in a taxi from Olympia for half an hour and still not get anywhere.
- Sony Computer Entertainment Europe's top executives are queue-jumpers.



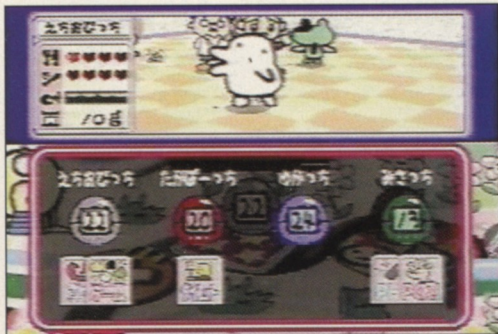


BIG IN JAPAN

WHILE THE ECTS SHOW WAS RATHER THIN FOR N64 GAMES, THE TOKYO GAME SHOW WAS NOT. EVEN THOUGH NINTENDO THEMSELVES WERE NOT IN ATTENDANCE (THEY'RE SAVING EVERYTHING FOR THE SHOSHINKAI SHOW IN NOVEMBER), PLENTY OF THIRD PARTIES HAD GAMES ON DISPLAY. BRAND NEW TITLES INCLUDED *TAMAGOTCHI WORLD* FROM BANDAI, IMAGINEER'S BEAT-'EM-UP *FIGHTING CUP*, A GOLF TITLE –

AUGUSTA MASTERS '98 – FROM T&E SOFT (THANK GOD IT WASN'T T&A!) AND ATLUS'S *SNOBO KIDS*.

IN ADDITION, UPDATES OF *AERO GAUGE*, *DUAL HEROES*, *BAKU BOMBERMAN*, *MAGIC CENTURY ELTALE* AND *CHAMELEON TWIST* WERE ON DISPLAY, AS WELL AS NEW VIDEO FOOTAGE FROM KONAMI'S *DRACULA 3-D* (CASTLEVANIA) AND *HYBRID HEAVEN*. IN ALL, THERE WERE WELL OVER 30 N64 GAMES AT THE TOKYO SHOW, A MARKED CONTRAST TO THE RATHER LESSER NUMBER IN LONDON. BIG NOT FAIRNESS!



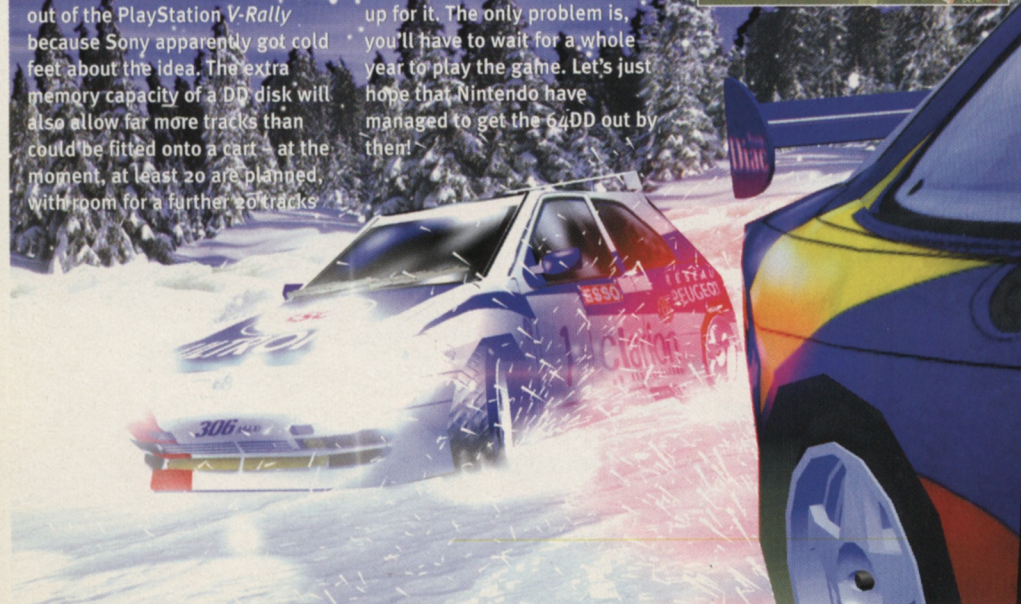
A CASE OF V-DD

OCEAN'S PLAYSTATION RACING SIM *V-Rally*, which scored a healthy 87% in *Play* magazine, is coming to the N64 next year! Ocean's programmers have already started work on a Nintendo update of the realistic rally game, provisionally titled *V-Rally '98*, and the best thing about it is that it will be appearing on the 64DD!

Ocean are planning to make use of the 64DD's rewriteability to include a track designer, something which had to be taken out of the PlayStation *V-Rally* because Sony apparently got cold feet about the idea. The extra memory capacity of a DD disk will also allow far more tracks than could be fitted onto a cart – at the moment, at least 20 are planned, with room for a further 20 tracks

created by you!

V-Rally's simulation of night driving is probably the best ever seen on a console, and the emphasis on realism (try the kind of driving you can get away with in most games and you'll end up wrapped around the nearest tree) should set it apart from the more arcade-style racers that the N64 has attracted to date. If you were disappointed by the uninspiring *Multi Racing Championship*, *V-Rally '98* should more than make up for it. The only problem is, you'll have to wait for a whole year to play the game. Let's just hope that Nintendo have managed to get the 64DD out by then!



Showcase

64

NEWS NUGGETS

LYLAT WARS HAS HAD ITS UK RELEASE DATE POSTPONED – THOUGH LUCKILY IT'S ONLY BY A WEEK, TO OCTOBER 10. IT'S STILL ANNOYING, THOUGH... KONAMI WILL BE RELEASING *GOEMON* IN EUROPE EARLY NEXT YEAR, BUT IN ORDER TO CUT THE SIZE OF THE CART TO 96MB (AND KEEP COSTS DOWN) ALL THE SONGS WILL BE TAKEN OUT. WAIT A MINUTE, THE PLOT OF THE GAME IS ALL ABOUT BAD GUYS WHO WANT TO TURN ANCIENT JAPAN INTO A MUSICAL, SO HOW'S THAT GOING TO WORK?... CARBON-BASED FUEL RESOURCE TRANSPORTATION TO A LARGE NORTHERN CONURBATION TIME – THE N64 GAME *TAMAGOTCHI WORLD* (SEE 64SIGHT) IS BEING PUBLISHED BY BANDAI, BUT PROGRAMMED BY NINTENDO... ANIME-BASED SPACE SHOOTER *ROBOTECH* SUFFERS YET ANOTHER DELAY AS DEVELOPERS GAMETEK CONCENTRATE THEIR EFFORTS ON, ERM, *JEOPARDY!* AND *WHEEL OF FORTUNE*. APPARENTLY THERE IS CURRENTLY ONLY ONE LONELY PROGRAMMER WORKING ON THE GAME... THE UK RELEASE OF *QUEST 64*, AKA *MAGIC CENTURY ELTALE*, IS NOW UNCERTAIN AS THQ EUROPE TELL US THEY WILL NO LONGER BE DISTRIBUTING IT, AND NOBODY ELSE HAS STEPPED IN... *ZELDA 64* WILL BE THE SAME PRICE AS *MARIO 64* (IN JAPAN), DESPITE ITS HUGE SIZE... A *DONKEY KONG COUNTRY* COMPUTER-ANIMATED CARTOON SERIES IS IN THE WORKS – HERE ARE A FEW SNEAK PEEKS...

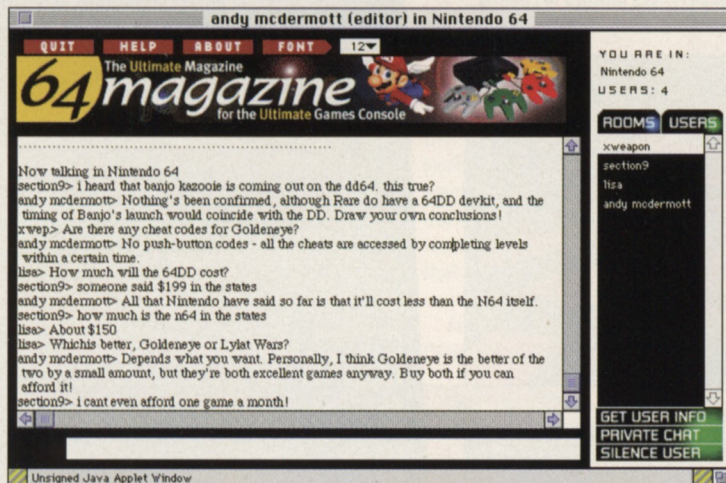


64 CHARTS

ChartTrack		
NO	GAME	PUBLISHER
1	BLAST CORPS	NINTENDO
2	MARIO KART 64	NINTENDO
3	SUPER MARIO 64	NINTENDO
4	ISS 64	KONAMI
5	TUROK: DINOSAUR HUNTER	ACCLAIM
6	SHADOWS OF THE EMPIRE	NINTENDO
7	KILLER INSTINCT GOLD	NINTENDO
8	WAVE RACE 64	NINTENDO
9	PILOTWINGS 64	NINTENDO
10	FIFA 64	EA SPORTS

CHAT SHOW

64 MAGAZINE NOW HAS ITS VERY OWN INTERNET CHAT SITE! IF YOU'RE AN ONLINE kinda person, all you have to do to get involved is point your Net browser at the following address: <http://www.paragon.co.uk/chat.html>. This'll get you into the 'lobby', and from there you can follow the instructions on-screen to enter the 64 MAGAZINE area. Talk to fellow N64 owners! Discuss matters of great import! Who knows, maybe our editor could even be waffling away like he does!



MO MODEM

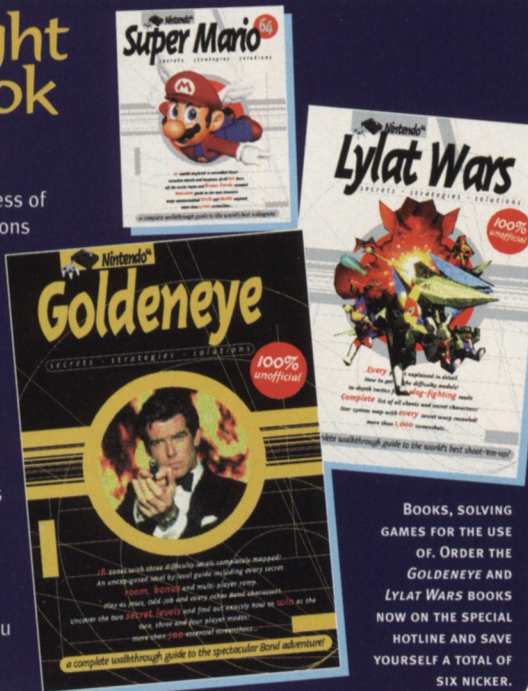
THE 64DD MAY (OR MAY NOT) COME with a modem, but Seta in Japan have become tired of waiting, and released a game which has a modem built in!



Unfortunately, the game is *Morita Shogi*, a variation on chess, and the modem A: only works with *Morita Shogi*, and B: only works in Japan. The potential is there, though; if a chess game can be networked, then so can others...

Brought To Book Again

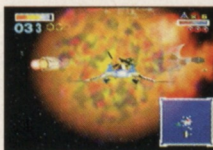
Following the success of the *Mario 64* solutions book, Paragon Publishing are following it up with *Lylat Wars* and *Goldeneye* *Secrets, Strategies And Solutions*. Basically, they've got everything. Both hulking books cost £9.95 - but if you call (01202) 200200 and order now, quoting this shameless plug, you can save £3 off the price of each book!



BOOKS, SOLVING GAMES FOR THE USE OF. ORDER THE **GOLDENEYE AND LYLAT WARS** BOOKS NOW ON THE SPECIAL HOTLINE AND SAVE YOURSELF A TOTAL OF SIX NICKER.

LATEST RELEASE DATES

Here we go again with the usual collection of dates plucked from thin air, or at least that's how most software companies seem to work. If any of these dates are wrong, don't blame us - we can only tell you what they tell us!



UK

October
Lylat Wars (Nintendo)
Multi Racing Championship (Ocean)
Doom 64 (GT Interactive)
Hexen (GT Interactive)
War Gods (GT Interactive)
F1 Pole Position (Ubi Soft)

November-December
Goldeneye (Nintendo)
Diddy Kong Racing (Nintendo)
Bomberman 64 (Nintendo)
Mischief Makers (Nintendo)
Extreme G (Acclaim)
NHL Quarterback Club (Acclaim)
Clayfighter 63 1/3 (Interplay)
Top Gear Rally (Kemco/THE)
Lamborghini 64 (Titus/THE)
WCW vs NWO World Tour (THQ)
Jeopardy! (Take Two)
Wheel Of Fortune (Take Two)
Duke Nukem 64 (GT Interactive)
San Francisco Rush (GT Interactive)
Robotron 64 (GT Interactive)
Quake 64 (GT Interactive)

January-March 1998
Banjo-Kazooie (Nintendo)
F-Zero 64 (Nintendo)
Yoshi's Story (Nintendo)
Zelda 64 (Nintendo)
Conker's Quest (Rare)
Forsaken (Acclaim)
Goemon (Konami)
GASP (Konami)
Nagano Winter Olympics (Konami)
Castlevania 64 (Konami)
Mission: Impossible (Ocean)
Bomberman 64 (Hudson)
Quest 64 (THQ)
Virtual Chess 64 (Titus)
Twisted Edge Snowboarding (Kemco)
Chameleon Twist (Japan System Supply)
Tonic Trouble (Ubi Soft)
Mace: The Dark Age (GT Interactive)
MK Mythologies (GT Interactive)



JAPAN

October
Puyo Puyo Sun 64 (Compile)
J-League Eleven Beat 1997 (Hudson)
Pachinko World 64 (Shouei System)

November-December
Diddy Kong Racing (Nintendo)
Yoshi's Story (Nintendo)
F-Zero 64 (Nintendo)
The Legend Of Zelda 64 (Nintendo)
Tamagotchi 64 (Nintendo)
Hyper Olympics In Nagano (Konami)
Dual Heroes (Hudson)
Legion X (Hudson)
Toukon Road: Brave Spirits (Hudson)
Top Gear Rally (Kemco)
Aero Gauge (ASCII)
Macross: Another Dimension (Tomy)
Famista 64 (Namco)
Sonic Wings Assault (Video System)
Holy Magic Century Eltale (Imagineer)
Struggle Hard (Imagineer)
Sim City 2000 (Imagineer)
Kiritto Kaiketsu! 64 Tanteidan (Imagineer)
Rev Limit (Seta)
Morita Shogi 64 (Seta)
Wild Choppers (Seta)
Snob Kids (Atlus)
Chameleon Twist (Japan System Supply)
Hiryu No Ken Twin (Culture Brain)
Pro Mahjong Kiwame 64 (Athena)
Virtual Pro Wrestling: Ultra Battle Royale (Asmik)
Hashire Boku No Uma (Culture Brain)
Super Robot Spirits (Banpresto)
Harukanaru Augusta: Masters '98 (T&E Soft)

January-March 1998
Banjo-Kazooie (Nintendo)
Kirby's Air Ride (Nintendo)
(64DD) Mario Paint 64 (Nintendo)
(64DD) Mother 3 (Nintendo)
(64DD) Pocket Monster 64 (Nintendo)
(64DD) Sim City 64 (Nintendo)
Jungle Emperor Leo (Nintendo)
Flights of the UN (Video System)
Wayne Gretzky's 3-D Hockey '98 (Gamebank)



USA

October
Mischief Makers (Nintendo)
Lamborghini 64 (Titus)
Extreme G (Acclaim)
Robotron 64 (Midway)
Mace: The Dark Age (Midway)
Top Gear Rally (Midway)
F1 Pole Position 64 (Ubi Soft)
Clay Fighter 63 1/3 (Interplay)

November-December
Diddy Kong Racing (Nintendo)
Yoshi's Story (Nintendo)
Conker's Quest (Rare)
Mystical Ninja 64 (Konami)
NBA In The Zone '98 (Konami)
Mission: Impossible (Ocean)
Bomberman 64 (Hudson)
Legion X (Hudson)
WCW vs. NWO: World Tour (THQ)
MK Mythologies (Midway)
San Francisco Rush (Midway)
Wayne Gretzky's 3D Hockey '98 (Midway)
John Madden 64 (EA Sports)
NFL Quarterback Club '98 (Acclaim)
Duke Nukem 64 (GT Interactive)
Aero Fighters Assault (Paradigm)
Space Station: Silicon Valley (BMG)
Wheel Of Fortune (Gameltek)
Jeopardy! (Gameltek)

January-March 1998
The Legend Of Zelda 64 (Nintendo)
Banjo-Kazooie (Nintendo)
Body Harvest (Nintendo)
MLB Featuring Ken Griffey Jr (Nintendo)
Nagano Winter Olympics '98 (Konami)
GASP (Konami)
Castlevania 64 (Konami)
Bio Freaks (Midway)
Quake 64 (Midway)
NHL Breakaway '98 (Acclaim)
Turok 2 (Acclaim)
Forsaken (Acclaim)
NBA Jam '98 (Acclaim)
WWF '98 (Acclaim)
Quest 64 (THQ)
Tonic Trouble (Ubi Soft)
Virtual Chess 64 (Titus)
Freak Boy (Virgin)
Earthworm Jim 3 (Interplay)
Robotech: Crystal Dreams (Gameltek)



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MISSING PAGE



A PAIR OF SUB-MACHINE GUNS ARE THE PERFECT ACCESSORY FOR ANY BLOOD-STAINED, LIP-CURLING HERO.



THIS AIN'T NO DISCO! NINTENDO ARE SO PRUDISH THEY'VE EVEN TAKEN OUT THE NIGHTCLUB ON THE SECOND LEVEL AND REPLACED IT WITH A MEAT PACKING PLANT. GAH!?



THIS IS AS NEAR AS DUKE NUKEM 64 GETS TO BEING UNWHOLESOME. NOTE THE TOILET PAPER DISPENSER NEXT TO THE SCREEN. HMM...




IT'S DUKE VS DUKE VS DUKE VS DUKE IN THE FOUR-PLAYER GAME. ONLY ONE WILL BE LEFT STANDING!



EVEN WHEN THE ENEMIES ARE DEAD, YOU CAN KEEP ON DESECRATING THEIR CORPSES!



NO SUBTLETY HERE - IN DUKE NUKEM, THE POLICE REALLY ARE 'THE PIGS'!

 Duke Nukem's reputation on the PC was helped by an irreverent sense of humour, where you could catch enemies sitting on the khazi and blow them away before they even had the chance to wipe, or offer the 'dancing girls' (ahem) on various street corners a few bucks for a 'good time'. Some of these little touches have had to be removed from *Duke Nukem 64*, thanks to Nintendo's puritan attitude, as have a few of Duke's meatier quips. He no longer growls "Those bastards blew up my ride!" while watching his ship crash in flames at the start of the first level – this Duke has washed his mouth out with soap, and then gargled with Domestos.

That's not to say that *Duke Nukem 64* has been sanitised, though! You want blood? You want flying entrails? You want to be able to put a slug between the eyes of a wounded alien as it pathetically begs for mercy? No problem! You can even walk through the squishy remains of a corpse and

track bloody footprints across the carpet.

The N64 incarnation of *Duke* also benefits from a multi-player game. You can either play co-operatively with friends, covering each other as you progress through the levels (all very caring-sharing), or do the decent thing and have a Dukematch, with four Mr Nukems chasing each other through the many deathmatch arenas and firing insanely overpowered guns (anything from grenade launchers to shrinking rays) at each other until all but one are dead. There can be only one Duke Nukem!

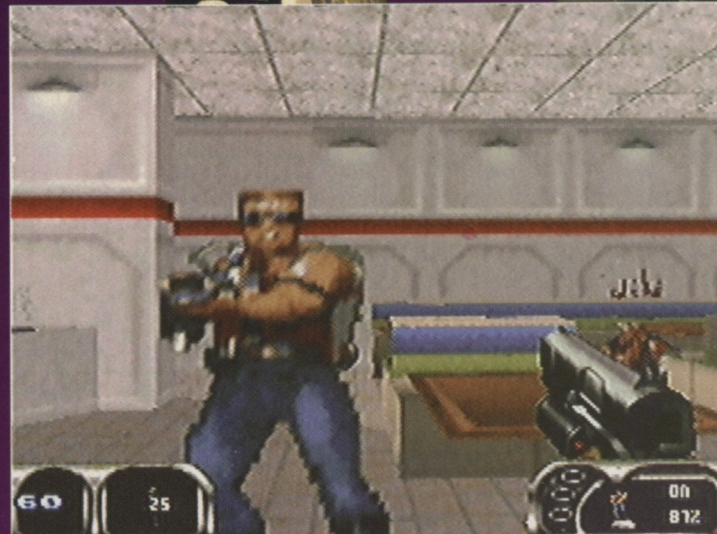
Duke Nukem is cooler than Dirty Harry's nads in a bucket of liquid nitrogen, but the big question is... is he cooler than James Bond? *Duke Nukem 64* will be duking it out with *Goldeneye* for the title of the N64's top gun – find out whether Duke's mighty Doc Martens are a match for Bond's handmade brogues when we review *Duke Nukem 64* soon!



LEVELS ARE DOTTED WITH CAMERAS, WHICH DUKE CAN USE TO SPOT LURKING ENEMIES. NOTE THE RATS ON THE FLOOR!



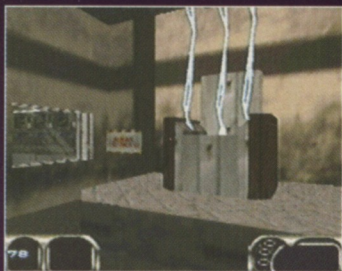
SOMETIMES TO GET WHERE YOU WANT, YOU JUST HAVE TO BLOW UP A BUILDING OR TWO.



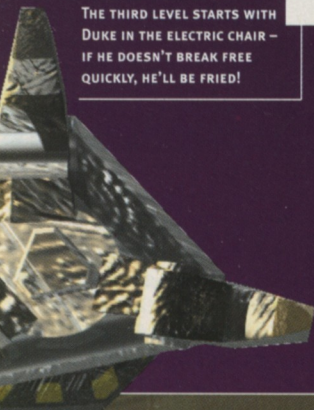
LIKE IN *TOTAL RECALL*, DUKE CAN USE A HOLODUKE TO CONFUSE THE BAD GUYS.



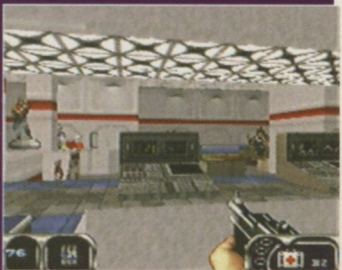
GUNS, GUNS AND MORE GUNS! ON THE PC, THIS WAS A PORNOGRAPHY SHOP. SO GUNS ARE MORE SOCIALLY ACCEPTABLE THAN PORN, EH, NINTENDO?



THE THIRD LEVEL STARTS WITH DUKE IN THE ELECTRIC CHAIR - IF HE DOESN'T BREAK FREE QUICKLY, HE'LL BE FRIED!



"I DON'T HAVE TIME TO PLAY WITH MYSELF," DRAWS THE LACONIC RADIATIONMEISTER.



THE OLD BAR HAS BEEN TURNED INTO A DUKE BURGER FRANCHISE, SERVING WHOLESOME MAD COWS IN BUNS.



MACE: THE DARK AGE

GT INTERACTIVE • JANUARY 1998

THE SPARSELY-POPULATED ARENA OF N64 beat-'em-ups will soon have a new contender walking in - *Mace: The Dark Age*, based on the Atari coin-op, is well on the road to completion.

Unlike most other fighters, *Mace* is a weapons-based game, the 11 characters from, you guessed it, the Dark Ages, each having swords, pikes and long things with sharp bits

attached to lay into each other with. It certainly looks impressive, but then so did *Dark Rift* until you actually played it. Will *Mace* have any substance under its glitter? Find out soon!



BIRDS SHOWING FLESH. THAT'LL BE A BEAT-'EM-UP, THEN.



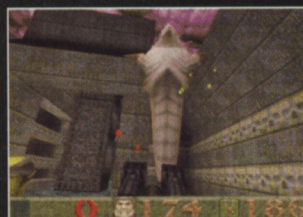
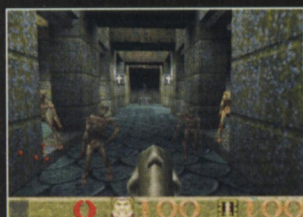
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QUAKE

GT INTERACTIVE
• DECEMBER

WE REPORTED LAST MONTH THAT *Quake* had been delayed until 1998, but GT Interactive, the UK distributors, are still adamant that it will be out in time for Christmas. Let's hope so...

Here are a few more new shots from the game to tide you over to when *Quake* appears – whenever that may be!



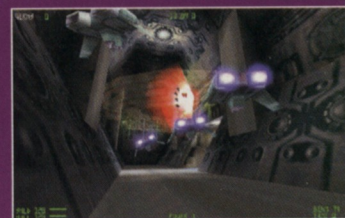
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FORSAKEN



ACCLAIM • EARLY 1998

We showed you a couple of shots from Acclaim's zero-g corridorathon *Forsaken* last issue, and now we've got some more! Having played an early version of the game we can tell you that your craft (you get to choose



SAN FRANCISCO RUSH

GT INTERACTIVE
• DECEMBER

YOU DON'T NEED A FORD PUMA AND A load of very expensive video trickery to drive around the streets of San Francisco at pace any more. *San Francisco Rush* is the latest N64 racing game, and judging from what's on view here, will be the only racer where you spend as much time in mid-air as on the road!

Another conversion from an Atari coin-op, *San Francisco Rush* includes

all the famous landmarks that you'd expect to see whizzing past your window if you took a *Bullitt*/*Dirty Harry*/*Basic Instinct*-style trip through the historic city. The Golden Gate Bridge, the Transamerica Building and even that twisty little road that every SanFran car chase manages to go down are all in there.

The race is on to be the N64's top racing game – will *San Francisco Rush* be the first past the line? We'll review it soon, so check your mirrors!



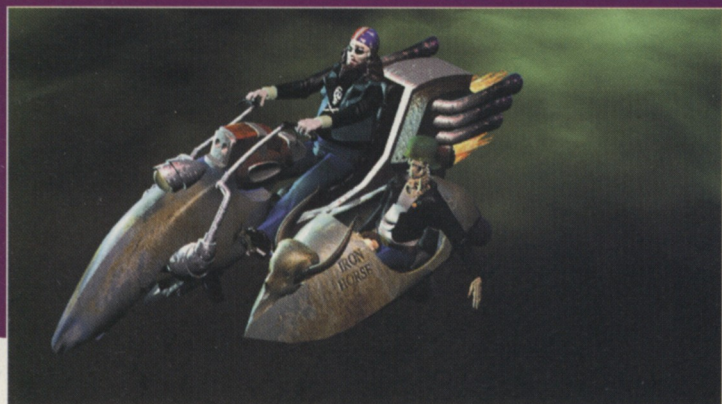
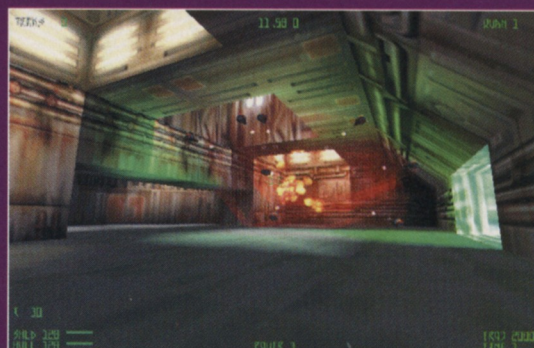
THE CARS EVEN CRUMPLE WHEN THEY HIT OBSTACLES – WHICH HAPPENS A LOT!

one of about ten hovering death machines) whips through the ominously-lit tunnels and chambers with the smoothness of a greased eel through Vaseline. The weapons are now up and running, and even illuminate the tunnel walls as they fire, a really cool effect.

As yet, we haven't seen the N64 game with any enemies, but we have seen the PC version and it looks like a real scorcher! There'll be more on *Forsaken* in a future issue, but for now you can just bask in the disco lighting and lens flares from these shots...



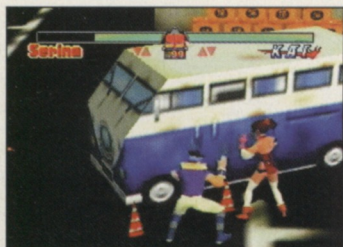
IT LOOKS LIKE *TUNNEL B1* ON THE PLAYSTATION, BUT WITH GAMEPLAY!



GASP: FIGHTERS NEXTREME

KONAMI • SPRING 1998

Well, it's a hummer of a name, but we've already been assured that it'll



THE MYSTERY MACHINE WENT CYBERPUNK FOR THE NEW *SCOOPY DOO* SHOW.

be the first against the wall when the 3-D revolution comes. For the moment, *GASP* (which apparently stands for Generation of Art, Speed and Power, ho yus) is just the working title for Konami's new beat-'em-up, which offers many new twists on the tried-and-tested formula, not least of which is the ability to create your own custom fighters!

There are over 700 different moves for each fighter to choose from, and plenty of different body parts available in this pugilistic Frankenstein's lab. Once you're happy with your personalised bruiser, you can save him

or her to a Controller Pak and even fight against other peoples' homebrewed fighters!

As well as the custom fighters, *GASP* has a few tricks up its sleeves in play, as the combatants can climb onto the various objects scattered around each arena (crates, walls, even a Dormobile!) and jump onto their adversary from above to increase damage, and also lay into them with any weapons they happen to find lying around.

GASP will appear, under its as yet secret new name, early next year. Time to start working out in preparation!



TAMAGOTCHI WORLD



BANDAI • DECEMBER

If you've got a bleeping, burbling, chirping virtual pet demanding your attention all day and you're loving every minute of it, then you'll probably suffer a delightful stress-related coronary at the news that Bandai are bringing Tamagotchis to the N64!

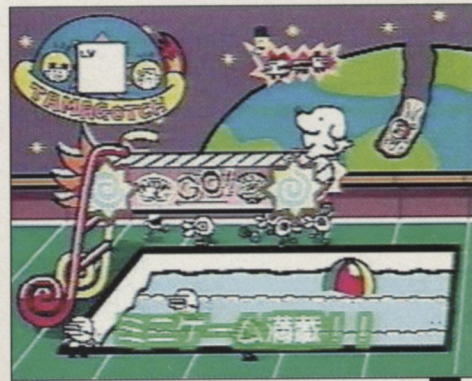
Tamagotchi World features all the loveable little spuds from the egg-like toy, and the aim of the N64 game is

much like the regular item – nurture your Tamagotchi so that it grows up big and healthy (or torture and starve it if you're that way inclined!). The difference is that *Tamagotchi World* is played like a board game for up to four players, the Tamagotchis making their way around the board and competing in all sorts of bizarre subgames at each stop. Succeed at the games, and the Tamagotchis get to grow up.



If it sounds weird, well, it is. *Tamagotchi World* will appear in Japan this December, and we'll let you know more about it soon!

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ERM, YEAH, WHATEVER.

AUGUSTA MASTERS '98

T&E SOFT • DECEMBER 19 (JAPAN)

IF YOU PUT YOUR PLUS-FOURS AND PRINGLE JUMPERS INTO RETIREMENT after seeing *The Glory Of St Andrews* (issue 3), you might just want to dig them out again for *Augusta Masters '98*. T&E Soft aren't exactly a household name, but their speciality is golf games, so *Augusta Masters* has the potential to be a great spiky shoes experience.

This 128Mbit cart apparently models every last blade of grass (well, sorta) of the famous Augusta National course, and is even licenced by the club itself, so accuracy is hopefully assured. *Augusta Masters '98* will even be Rumble Pak compatible, so you can feel every stroke you make. Fore! Christ, it's Eddie Large! Mind your car!

VIRTUAL CHESS⁶⁴

TITUS • FEBRUARY 1998

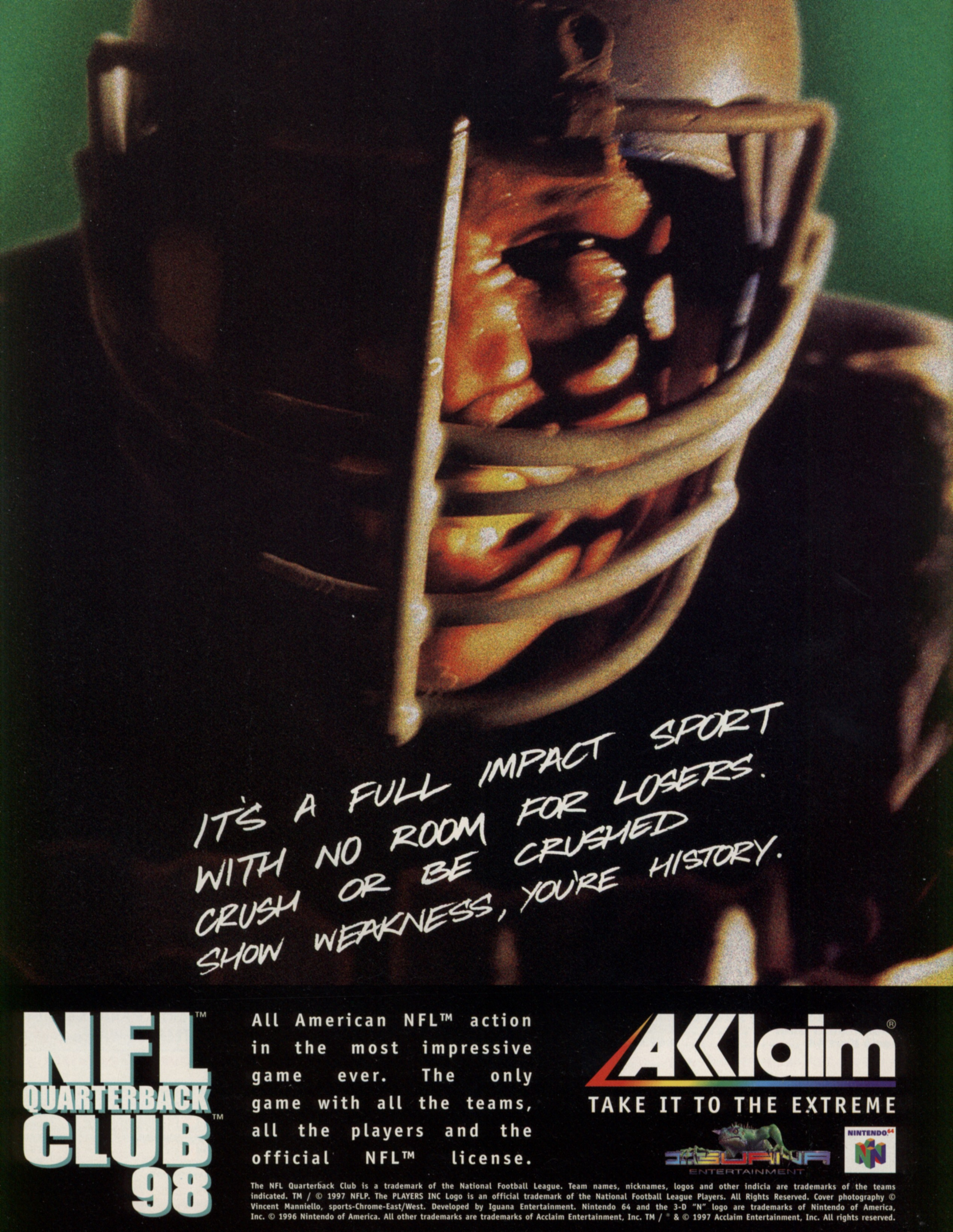
CHESS ON THE N64? WELL, WHY NOT? WHEN YOU'VE GOT A CENTRAL PROCESSOR that powerful, it seems a shame to waste it on *Cruis'n USA*.

Titus's new piece of pawnography has at its core a chess program which won the world championship for microcomputers last year, so even on the lowest level it'll probably hammer you. It's not all brain, though – *Virtual Chess 64* uses

the N64's talents to make the chess board as cool as a chess board can ever look, from your normal horsies and castles to some very bizarre piece designs. Snowmen, anyone?

Up to four budding Kasparovs can take on Deep Blue's little brother on the N64 from next February. All that's missing is the option to 'accidentally' kick the board over if you're losing!





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Hexen



Goldeneye



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When I'm



22

Tell us your **DREAMS**, tell us your **FANTASIES**. Well, maybe not the **LATTER**. But if you've got something N64-related you really **HAVE** to share with the **WORLD**, then this is the place to do it.

64 MAGAZINE, in association with Fire International, is pleased to announce a little incentive for our readers to get involved with the magazine – every letter printed will win a 256K memory card from Fire, and a Star Letter each month will be crushed by largesse!

• Please note that the prizes are sent out by Fire International, not us, so there may be a delay between publication of your letter and receipt of your prize.

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100% PROOF

DEAR 64 MAGAZINE,

I own a Nintendo 64 and I think that your magazine is great, but I don't like your rating system so much. I think that you should rate graphics, gameplay etc out of 100 rather than with N64 logos, because then you get a bigger variety between the games. Take, for example, the rating for *Blast Corps* in issue 4 and the rating for *Starfox* in issue 2. They both got exactly the same ratings in N64 signs but the overall score was different. Why is this? That is why I think another system would work better as this one is a bit confusing.

Thank you very much for a great magazine.

RICHARD ALUEGARD, MALLORCA, SPAIN



SAME NS, DIFFERENT SCORE. RICHARD ALUEGARD GOT RATHER HET UP ABOUT THIS.

The reason we don't use a percentage rating system for the individual review categories is that it's a bit silly, when you think about it. How can one game's graphics be 1% better than another game's graphics? We use a percentage system for the overall score because, for good or bad, it's a standard used by the retail trade to decide how many copies of a game to put in the shops (an average score over all the magazines is taken). It's still just as silly to say that one game is 1% better than another, but the percentage score has become an industry standard, so we're stuck with it!

WORD ASSOCIATION: "...AND NASTY"

DEAR 64 MAGAZINE,

Feeling remorse after your last issue, I had to share my dilemma, initially caused by a poor newsagent.

I bought an N64 a few months ago, some weeks before the price drop. But I'm not here to whine about that. I found in my high street newsagent just two Nintendo magazines, which were *Total 64* and *Nintendo Magazine*. Having compared these I concluded that *NM* was best for me, being cheap and having quite good contents.

But then, weeks later, I saw your magazine in a different shop. I bought it, finding the content excellent and great, honest reviews (give the bloke/s who reviewed *Hexen* and *Dark Rift* a pat on the head!). This in turn sent me into a spin (achh! Stupid banana skin), having ruined my pattern of buying magazines. Your magazine, which has the best content, and the other being cheaper.

This is my single and only complaint – the price. *Nintendo Magazine* keep their price down at £2.50 and are still in business. Please explain to me why you can't do this.

Otherwise, the mag's groovy!

STEVE RABLEN, HULL

Glad you found the best mag on the market, even if it did take you a while! The names of the reviewers are in the top corner of each page, and Loz and myself will consider ourselves patted. Being honest, brutally so when needed, about games is something we pride ourselves on – we're not here to puff the egos of software companies, but to prevent our readers from wasting large amounts of cash on crap games. There's no payola at 64 MAGAZINE! Though having said that, if any company wants to offer me a two week Bermudan holiday in exchange for an extra 10%...

The price of 64 MAGAZINE was a contentious issue from the start – we eventually decided to go for quality, which obviously costs a little more, but you get what you pay for. Which would you rather have – Belgian chocolate Haagen-Dazs or a family tub of Poundstretcher vanilla soft scoop? Remember, if people only bought the cheapest alternative, nobody would even own an N64!

FIGHTIN' TALK

DEAR 64 MAGAZINE,

First of all, the N64 is top notch with games like *Mario 64* and *Mario Kart 64*. But why oh why oh why oh why oh why are the beat-'em-ups on the N64 so crap? For the SNES there were *Street Fighter II* and *Killer Instinct*, which were both excellent. However, for the N64 we have the amazingly (ly crap) *Killer Instinct Gold*, the wonderful (ly pathetic) *War Gods* and the stupendous (ly pants) *Dark Rift*. Also, we have *Clayfighter 63 1/3* which is probably a load of cack! Is it too much to ask to have a game just a slight bit more exciting than *Mastermind*? C'mon, Nintendo, get yer act together!

AARON DOIG, NEWCASTLE



DARK RIFT, ONE OF SEVERAL N64 BEAT-'EM-UPS WHICH JUST DON'T MAKE THE GRADE.

You mean you aren't dripping with sweat in the final seconds of *Mastermind*? Weird! There are rumours that Capcom will be bringing their polygonal cracker *Street Fighter II EX* to the N64 (treacherous dog that he is, Loz rated this at 91% in *Play* magazine), but at the moment these rumours are regrettably unconfirmed. There's no reason why they couldn't, though – c'mon, Capcom!

IT'S A FUNNY OLD GAME

DEAR 64 MAGAZINE,

I would just like to congratulate you on producing a top notch mag. The reviews are excellent, so too are



DEAR 64 MAGAZINE,
I'd firstly like to thank you for producing an excellent magazine; your reviews are brilliant and I find them to be very accurate and in-depth. However, after reading through issue four I noticed something that brought back an uncomfortable feeling of déjà vu.

In some of the adverts, mail order companies were offering something called the 'Game Doctor V64'. After speaking to the mail order companies concerned, I found out that the Game Doctor copies N64 games onto a CD via a PC, and each CD is about £50. With around 62 games on each CD the Game Doctor seems to pay for itself. So, for £350 it's possible to have 62 games for your N64, indeed an attractive offer, but at what cost?

The Game Doctor is similar to the Super Wild Card on the Super NES (hence the feeling of déjà vu). Such piracy deprives the UK market, meaning that companies might think twice before developing for the N64 so in the end we, the gamers, suffer. Piracy almost killed the Amiga market – I'm not saying the same will happen to the N64, but it's not going to help. Those who pirate games may think of it as a convoluted way of getting back at Nintendo for its

overpriced carts, but this could lead to even more expensive prices as Nintendo try to cover for lost sales.

The CDs contain games that are just out in Japan and the US, and also some half-finished versions of games in development. When these disks reach the UK it will mean that gamers will have tried new games months before they are released. This could cause another loss in sales – would you still be interested in *Mission: Impossible* after playing half the game?

I agree that the price of games is high, but turning to piracy is not the way to bring down the price – in fact, it will have the opposite effect. The money made from the pirated CDs doesn't go to the software companies but straight into the sweaty palms of the importers. The smaller developers like Rare will be worst hit if such piracy carries on, and I'm sure we wouldn't want the demise of such a great developer.

All that aside, videogame piracy is



illegal, and if you're caught the punishment is serious. One thing I

wondered about was if mail order companies openly advertise the fact that they sell illegal pirating devices, why can't they be prosecuted by FAST, the Federation Against Software Theft?

MARK SELVARAJAN, ST ALBANS

PS: I was a big fan of *Super Gamer* and was wondering what happened to Keith Pullin and Ryan Butt. Is Ryan related to Damian, or were they lucky enough to have the same surname?

You're absolutely right that software piracy is illegal. Since I took over as editor, I've requested that our advertising department remove adverts for hardware like the Doctor V64 – hopefully they should all be gone by now. The V64 has



only one real use (if someone really wanted a Video-CD player, they could buy a dedicated unit for a lot less) and 64 MAGAZINE will not condone piracy in any way. I had an

interesting phone call from an anonymous reader towards the end of August, claiming that he had downloaded an incomplete copy of *Zelda 64* from a website, and that he'd send me pictures to prove it (he never did). I was extremely sceptical about this, as 1: it implies somebody ('White Knight', apparently) at Nintendo in Japan is cavalier enough about their job to rip off code and upload it to the Internet, and 2: the mystery caller wouldn't tell me the URL of the site so I could see if he was telling the truth. If he was, which I doubt, then what he got wouldn't bear much resemblance to the final game since it has several months of development still to go and will be twice as large as the memory on the V64 to boot. Ha!

Legally, devices like the V64 fall into a grey area – it's legal to sell them, but not to use them. As long as companies don't actually sell pirated software, there's nothing FAST can do.

As for the old *Super Gamer* posse, Keith still occasionally drops into the office, and Ryan now edits *Play* magazine. And yes, he and Damian are brothers. There was some other bloke on the mag as well, but what he does now is anyone's guess...

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the news, previews and feature sections. Congratulations are also in order regarding your brilliant walkthrough guide for *Mario 64*. All your guides are excellent and as for David Smithers complaining about the *Turok* guide, well nobody actually made him read it. If he was that keen to find all the secrets himself, why look at the damn thing? Like you said, it's better than having to buy expensive tips books and having pages full of reviews like *Hexen*.

Another reason for me writing this letter is the fact that in your review of *ISS 64*, you said that you could save games without the need of a Controller Pak. I have tried over and over to save games and

team info on the cart, but to no avail. I hope you can help me out and tell me what the problem is.

Thanks again and keep up the good work!
CHRIS L, HALIFAX

Hey, a fellow Halifax lad, and not far from my home stomping ground of Skircoat Green. That's almost worth a memory card in itself.

On *ISS 64*, okay, I admit it – I goofed by not checking it properly (my joystick usually has a Controller Pak plugged in full time, so the game wrote to it). For that, I've sentenced myself to play *FIFA 64* instead! Still, since your letter netted you a memory card from Fire, it shouldn't be a problem any more.

FOXED

DEAR 64 MAGAZINE,

I have never bothered to write to a magazine before, but I need your help! I have been waiting for *Starfox 64* since I read your preview in the first issue of the magazine. I could not find the second issue anywhere so I could not find out the score of the game, but I bought issue three and read the Nindex at the back to see that *Starfox* scored 95%. So I was set to buy that game, but something changed my mind when I read about the E3 show in issue four where you said that *Goldeneye* was without a doubt the game of the show. So I read your preview in the magazine.

It sounds like a very good game, even the best game this year, so naturally I want it – but I can't decide between the two games! I can only afford one of the games at the moment, so can you advise me on which one to buy?

WAYNE SCULLION, BILLINGHAM

You're right, they're both great games, but of the two we'd go for *Goldeneye*. Not because it scored 1% higher than *Starfox*/Lylat Wars (see the letter from Richard Aluegard), but because it's the game everyone in the office wants to play! Back, you hounds!



GOLDENEYE – BETTER THAN STARFOX? WE THINK SO – IT'S THE BLOODY BUSINESS!



'BRILLIANT,' QUOTH CHRIS L, AND WHO ARE WE TO ARGUE THE WISDOM OF SOMEONE FROM HALIFAX?



KHALID MUGTABA THINKS *CRUIS'N USA* IS AS GOOD AS *TUROK* – HE'S OBVIOUSLY EASILY PLEASED!

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WE'RE ALWAYS WRONG, APPARENTLY

DEAR 64 MAGAZINE,

I am a new reader of this new cool mag, I love it and think it's great. And I am willing and going to subscribe to it even though I am not living in the UK.

Here, games come really fast 'cause they are American, so I played a lot of games and unfortunately have a small complaint.

I didn't like your percentage ratings for some N64 games like *Cruis'n USA* which got 31% and deserved 82%, and *FIFA 64* which got 29% and deserved 80%, and *KI Gold* which got 75% when it deserved 85%, and *Hexen* which got 48% when it deserved 75% and *MK Trilogy* which got 62% and deserved 85%, and finally *NBA Hangtime* which got 60% and deserved 80%.

So I think you should think more before rating a game. And remember, I don't blame you since you are a new mag, and please take this as help, not an insult.

Thanks a lot for your hard work to make this successful.

KHALID MUGTABA, UNITED ARAB EMIRATES

We think a lot before rating a game. And then we think some more. And our thoughts are thus: no it didn't, no it didn't, no it didn't, no it didn't, no it didn't and no it didn't. *Cruis'n USA* as good a game as *Turok*? Nuh-huh!

YANKING OUR CHAIN

DEAR 64 MAGAZINE,

Okay, *someone* is gettin the wrong deal here. You apparently didn't know that you had American readers, did you? Well, you do, and I don't know how many of us there are, but it seems that you are ignoring us, if you know about us.

First of all, all of the prices you mention are in francs. Please tell prices in dollars, or, since that is probably too much to ask for, tell us how to convert dollars to francs. We are very confused at price estimates and stuff when there is hardly ever an American dollar estimate. You mentioned one in your volume three issue, but that was the Saturn's price from about £100 to \$150. Does this mean \$1.50 American money is worth one franc? Please tell me, I have been confused by the UK numbers...

Another thing is, you made fun of America. In a way. You wrote, "*War Gods* is just another American

game that's all graphics and no gameplay." Well, yeah, we know the game sucks, so do a lot of other games, but what you said could be seriously misinterpreted by other people.

One good thing about your magazine – you have a good sense of humour. The joke about Kirby, "...if Kirby had taken off like Mario, we'd have games like *Kirby World 64*, and *Kirby Kart 64*, where the little pink blob races against his mates Green Blob, Blue Blob, Yellow Blob and Vomit-Coloured Blob. But it was not to be." had me and my brother laughing our heads off for a long time. *Nintendo Power* doesn't have any real humour, but you guys kick butt there. Not referring to your managing editor or his younger brother, of course.

KYLE RILEY, CYBERSPACE USA

Francs? *Francs*? You mean pounds, mate! How can anyone mistake the great British quid for some poncy Euro-shrapnel? Look! £, f, totally different. I'd never make such a mistake with the American schilling. (That is what the \$ means, isn't it?)

The bulk of 64 MAGAZINE's sales are in the UK, so obviously the prices quoted in the mag will be in pounds. At the time of writing, \$1.55 is equal to £1.00, but you should be able to check the exact rate at banks or financial Internet sites.

Anyway, we weren't making fun of America, we were just getting our own back for all those American films where Brits are portrayed as effeminate upper class twits! And how come you never use electric kettles, while we're at it?

THIS MAN SAYS HE'S STUPID

DEAR 64 MAGAZINE,

I would like to ask your more experienced and obviously all-knowing team about page 7, issue 5, and the column headed 'Spot D Difference'.

In this column you mention that "each 64DD disk can be unique, with different versions of the same game coming off the production line without the need to create new master disks. Even if you buy two copies that came off the production line one after the other, they won't play in the same way." Now for my question (finally). Doesn't this mean that you won't be able to publish one of your famous players' guides because your copy may be different to everyone else's? Oh, but please excuse my stupidity, you must already have thought of that.

You may already be aware of this (I've only read issues four and five), but it's not in your *Mario 64: Solutions, Secrets And Strategies* book. There is an extra life outside the castle. Yeah okay, you already knew that. So I won't tell you that it's on the left side as you walk along the path towards the waterfall. I also won't tell you that there are nine trees. If you climb the seventh tree and do a handstand at the top you get an extra life. But as you already know, I won't tell you. Okay?

By the way, what's the crack with *Doom 64*? I'd heard it was coming out so decided to see what you said. In issue four you said it was "tired, boring and should be retired" [er, where exactly? – Ed]. So I

thought, "Okay, forget that one, what about *Multi Racing Championship*? In your E3 report you said it was looking better every time you saw it. In issue five you said *MRC* was rubbish and *Doom 64* "could still grab you after all this time".

You were more than generous towards a tired old game and got heavy on a possible new one. I'm confused. Sorry!

COLIN MORGAN, MAESTEG

A psychiatrist writes: Constant reference to one's self as being stupid may be indicative of a deep-rooted inferiority complex. Alternatively, it may be a sign of a smart-arse using sarcasm to imply he's much more clever than the people he's addressing! Which could it be?

An editor writes: Seeing as the 64DD looks like it's going to suffer even more delays than the N64 itself, doing guides to unique games isn't a problem we'll have to worry about for some time. So we missed one extra life in *Mario 64* – oh no, the entire game's ruined! *Ruined!* The *MRC* versus *Doom* question – *Doom* is an old game with dated gameplay, but it's still fun. *MRC* is a new game with dated gameplay, and it isn't fun. What's so hard about that?

You can send letters the old-fashioned way to

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or you can e-mail us at
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DIDDY K RACING

Bumper

SPECIES: BADGER

LIKES: EXCITEMENT, HELPING OUT, SPEED (NOT THE POWDER)

DISLIKES: SLEEPING THROUGH THE DAY, DOGS DO THEY HAVE BADGERS IN AMERICA OR JAPAN? PROBABLY NOT. ANYWAY, THIS PARTICULAR BROCK IS A BIT OF A SPEED FREAK, PREFERRING TO DRIVE AROUND AT HIGH SPEEDS THAN SPEND ALL DAY IN A HOLE. CAN'T ARGUE WITH THAT. "OH NO!" IS HIS RESTRAINED RESPONSE TO ALL DISASTERS.



WE WERE THE FIRST UK

magazine to bring you news on *Diddy Kong Racing* last issue, and now you can get the full lowdown on the game that Nintendo reckon will crush all comers this Christmas! The 64 MAGAZINE crew went up to Rare's headquarters in Warwickshire (two visits in as many months – they'll be letting in tour parties next!) to see the latest adventure for the Kong family. The amazing stuff on offer here is only a small part of the whole game – we saw plenty more levels and secrets, but unfortunately we're not allowed to tell you about them just yet. (The word 'electrodes' and certain body parts were mentioned in the same sentence by Rare's grim sentinels...)

The big difference between *Diddy Kong Racing* and *Mario Kart*, which at first glance it strongly resembles, is the adventure aspect. In order to open



THE ROGUE'S GALLERY OF CHARACTERS THAT YOU CAN PLAY. THERE ARE AT LEAST TWO OTHER CHARACTERS HIDDEN WITHIN THE GAME...

up new tracks, Diddy and co have to accomplish tasks set for them by trunk-schnozzed guru Taj and the various bosses of each world, the ultimate aim being to defeat the evil Wizpig. However, things don't end once the porky one is bacon – begin the game again and you'll find that things have changed, with some new hidden levels that are literally out of this world. Complete the game *again*, and who knows what might happen – or who you might meet?

The game's creators reckon that to see everything in the game would take somebody a minimum of 50 hours play – and since they programmed it, they know exactly where to look! Trying to discover everything from scratch could literally take weeks. This game has more hidden depths than the Pacific Ocean!

For multiple players there is of course a head-to-head (-to-head-to-head) option, where you can either

Nintendo's **MONKEYTASTIC** big Christmas game comes from the coding **GENIUSES** at Rare – and we've **PLAYED** it!

This game has more hidd

Diddy Kong Racing

RACING



Diddy Kong

SPECIES: CHIMP

LIKES: ADVENTURES, BANANAS, TRAVEL
DISLIKES: BEING BORED, BEING TREATED LIKE A KID

IS HE DONKEY KONG'S YOUNGER BROTHER, OR HIS SON? AND IF THE LATTER IS THE CASE, WHO IS THE LUCKY MRS KONG? ENQUIRING MINDS WANT TO KNOW. DIDDY IS AN ALL-ROUNDER, AND IDEALLY SUITED FOR FIRST-TIME PLAYERS. IN HIS WORDS, "LET'S GO GO GO!" QUITE.



THE HOVERCRAFT IS INSANELY HARD TO CONTROL AT FIRST, AS THIS CRASH AT THE START OF A RACE DEMONSTRATES!

take on your friends on the tracks you've discovered, or fight against them in the Battle Arenas. These games aren't just a matter of shooting at people, either – you won't believe how competitive hatching dinosaur eggs or filling treasure chests with bananas can be!

Diddy Kong Racing is due to appear in the first week of December, just in time for Christmas. We'll be bringing you the full review of this great game next issue!

en depths than the Pacific Ocean!

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Dino Domain

TRACK 1: ANCIENT LAKE

A NICE EASY DUMB-BELL TRACK, THIS COURSE IS AN IDEAL PLACE TO PRACTICE.



TRACK 2: FOSSIL CANYON

ARID AND SANDY, THIS TRACK IS ALSO HOME TO SOME PURPLE PTERODACTYLS.



TRACK 3: JUNGLE FALLS

A SIMPLE CIRCUIT, MADE SLIGHTLY TRICKY BY A NARROW TUNNEL AND POOLS OF WATER.



TRACK 4: HOT TOP VOLCANO

ONE FOR THE PLANES, THIS AERIAL CHASE TAKES PLACE OVER A RIVER OF MOLTEN LAVA!



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Tiers Of My Tracks

THE TRACKS CAN BE ACCESSED IN PRACTICALLY ANY ORDER, AS LONG AS YOU HAVE COLLECTED ENOUGH BALLOONS TO OPEN THEM. HERE ARE THE FIRST 12 COURSES – THERE ARE PLENTY MORE AFTER THAT FOR YOU TO DISCOVER!

Taj

SPECIES: GENIE

LIKES: HIS LAMP, HIS MOUNTAIN, PEACE AND QUIET
DISLIKES: BEING WOKEN UP, HIS CARPET OVERHEATING

JUST YOUR AVERAGE MAGICAL BLUE ELEPHANT ON A FLYING CARPET, TAJ WAS KICKED OFF HIS MOUNTAIN BY WIZPIG AND IS UNDERSTANDABLY NARKED ABOUT THE WHOLE THING. HE BECOMES ENRAGED WHEN COMPARED TO APU THE KWIK-E-MART MANAGER.

Conker

SPECIES: SQUIRREL

LIKES: HIS GIRLFRIEND (AWW!), NUTS, SURPRISES

DISLIKES: UNFAIR ODDS, A QUIET LIFE
ANOTHER MOONLIGHTER, CONKER'S QUEST (CLEVER WORDING, CHEERS) HAS BEEN INTERRUPTED BY THE THRILL OF CRASHING FAST-MOVING VEHICLES INTO WALLS. "READY OR NOT, HERE I COME!" IS HIS CATCHPHRASE – HOPEFULLY NOT ONE HE USES WITH GIRLFRIEND BERRI.



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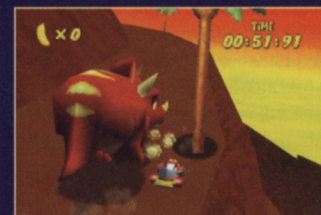


IN THREE-PLAYER GAMES, THE FOURTH SCREEN SHOWS THE TRACK FROM EXCITING ANGLES.

Boss Bonanza

EACH WORLD HAS A BOSS, WHO ONCE ALL THE TRACKS IN HIS WORLD HAVE BEEN BEATEN CAN BE CHALLENGED TO A RACE. THE BOSS OF DINO DOMAIN IS, LOGICALLY ENOUGH, A DINOSAUR, WHO WANTS YOU TO RACE HIM TO THE TOP OF HIS MOUNTAIN. IF YOU MANAGE TO REACH THE SUMMIT BEFORE HIM (PREFERABLY WITHOUT BEING STEPPED ON AND SQUASHED), HE'LL CONGRATULATE YOU AND CHALLENGE YOU TO COMPLETE THE SILVER COIN CHALLENGE. THIS INVOLVES COMPLETING ALL THE TRACKS ON THAT WORLD AGAIN, COMING FIRST EVERY TIME AND COLLECTING EIGHT SILVER COINS THAT ARE DOTTED AROUND THE TRACK!

ONCE YOU'VE FINISHED THE CHALLENGE, YOU GET TO RACE THE BOSS AGAIN, THIS TIME WITH MORE OBSTACLES IN YOUR PATH. BE FIRST TO THE SUMMIT FOR A SECOND TIME, AND THE BOSS WILL REWARD YOU WITH A QUARTER OF A MAGICAL AMULET. COLLECT THE WHOLE THING, AND WIZPIG IS PORK SCRATCHINGS!



Diddy Kong Racing

Snowflake Mountain

TRACK 1: WALRUS COVE

WHO NEEDS EXTREME G? THE FIRST SNOWY TRACK BOASTS STUNNING LOOP-THE-LOOPS!



TRACK 2: SNOWBALL VALLEY

OUT IN THE OPEN FOR THIS TRICKY CHASE OVER SOME VERY ICY SURFACES!



TRACK 3: EVERFROST PEAK

ANOTHER PLANE TRACK, THIS TIME WITH LOTS OF DUCKING AND DIVING INTO TUNNELS!



TRACK 4: FROSTY VILLAGE

GOOD JOB IT'S COLD, OR THE NEIGHBOURS WOULD BE OUT COMPLAINING ABOUT THE NOISE!



Sherbert Island

TRACK 1: CRESCENT ISLAND

THIS TROPICAL PARADISE IS HOME TO A PIRATE GALLEON, WHICH MAKES UP PART OF THE TRACK!



TRACK 2: WHALE BAY

USE A HOVERCRAFT TO ZIP ALONG BEACHES THAT MAKE YOU WANT TO BOOK A HOLIDAY.



TRACK 3: PIRATE LAGOON

A GROUND GALLEON AND LOTS OF LITTLE ISLANDS MAKE THIS A HOVERCRAFT FAVE.



TRACK 4: TREASURE CAVES

CONTAINS CAVES WITH TREASURE, SURPRISINGLY ENOUGH!



Pipsy

SPECIES: MOUSE

LIKES: HER FRIENDS, CHEESE, TIDINESS

DISLIKES: BULLIES, CATS, A MESS
IN A SHOCKING DISPLAY OF RACHMANITE TENDENCIES, WIZPIG EVICTED PIPSY FROM HER HOME SO THAT A GROUP OF YUPPIE RATS COULD MOVE IN, OR SOMETHING. AND NOW SHE'S MAD. WELL, AS MAD AS A MOUSE CAN GET. "WATCH IT, BUSTER!" IS HER THREATENING BATTLE SQUEAK.



Banjo

SPECIES: HONEY BEAR

LIKES: HONEY, MUSIC, DISCO DANCING

DISLIKES: FLYING, THE DARK
NO WONDER BANJO-KAZOOIE HAS BEEN DELAYED UNTIL NEXT YEAR - BANJO'S BEEN MOONLIGHTING AS A RACER! BEING UNABLE TO STAND THE SIGHT OF INJUSTICE, BANJO DECIDED TO MAKE LIKE BATMAN (NO, NOT DON A RUBBER OUTFIT). "GAHUHI!" IS HIS CONTRIBUTION TO WESTERN CIVILISATION.



THE CONTESTANTS LINE UP FOR THE START OF ANOTHER RACE. NOTE THE PRESENCE OF TWO HIDDEN CHARACTERS WHO DON'T NORMALLY RACE IN THE GAME - DRUMSTICK THE ROOSTER AND TT THE, ERM, STOPWATCH!

Power Arrangers

NO GAME WOULD BE COMPLETE WITHOUT POWER-UPS, AND DIDDY KONG RACING HAS PLENTY. EACH OF THE FIVE POWER-UPS HAS THREE LEVELS OF STRENGTH, BUILT UP BY COLLECTING APPROPRIATELY-COLOURED BALLOONS.

ZIPPER

WHETHER A CHEVRON ON THE GROUND OR A RING IN THE AIR, THE ZIPPERS WILL GIVE YOUR VEHICLE A BURST OF SPEED.



BANANAS

THESE INCREASE YOUR VEHICLE'S SPEED – YOU CAN COLLECT A MAXIMUM OF TEN. EVERY TIME YOU'RE HIT BY AN ENEMY, YOU LOSE TWO BANANAS. LOSE THEM ALL, AND YOU SPIN OUT!



BOOST

GRAB BLUE BALLOONS TO GAIN TURBO SPEED. THE HIGHER THE LEVEL, THE LONGER AND FASTER THE EFFECT.



ROCKETS

YOU DON'T NEED 99 RED BALLOONS, JUST THREE WILL DO! THE FIRST GIVES YOU A SIMPLE FORWARD-FIRING ROCKET, THE SECOND TURNS IT INTO A HOMING MISSILE, AND THE THIRD GIVES YOU A SALVO OF TEN MISSILES!



SHIELD

EACH SHIELD POWER-UP, OBTAINED FROM YELLOW BALLOONS, GIVES YOU A BROADER AND LONGER-LASTING SPHERE OF PROTECTION.



DROPS

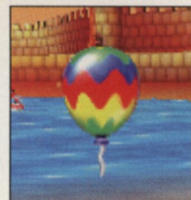
DUMP ANNOYING STUFF IN YOUR WAKE WITH THE HELP OF GREEN BALLOONS. THE MOST BASIC IS AN OIL SLICK,



THE SECOND IS A MINE AND THE ULTIMATE IS A BUBBLE THAT TRAPS OTHER RACERS!

MAGNETS

THE GROOVY RAINBOW BALLOONS GIVE YOU A MAGNETIC PERSONALITY! THE FIRST LEVEL PULLS YOU TOWARDS THE VEHICLE YOU TARGET, THE SECOND INCREASES YOUR RANGE, AND THE FINAL LEVEL ACTUALLY HAULS THE OPPONENT BACK TOWARDS YOU!



TIPTUP BECOMES THE BOY IN THE BUBBLE. "AAAAARRGH!"



DIDDY FIRES HIS SHIELD, EVEN THOUGH THERE'S NOBODY NEAR HIM. THE FOOL!



ONCE YOU'VE WON ENOUGH GOLDEN BALLOONS, YOU CAN OPEN UP NEW TRACKS.

Who knows what might happen –

Tiptup

SPECIES: TURTLE

LIKES: SITTING DOWN, STAYING OUT OF TROUBLE

DISLIKES: SPEED, SUDDEN NOISES, FALLING OVER

TIPTUP IS THE MONICA GELLER OF THE DIDDY KONG RACING FRIENDS – SOBER, RESPONSIBLE AND DULL. IF HE WASN'T DRIVING A KART, PLANE OR HOVERCRAFT HE'D BE BEHIND THE WHEEL OF A HONDA. PROBLEMS ARE GREETED WITH A SIMPSONS-ESQUE WAIL OF "AAAAARRGH!"

Wizpig

SPECIES: MUTANT SPACE PIG

LIKES: HIMSELF, SPOILING OTHER PEOPLES' FUN

DISLIKES: ALMOST EVERYTHING

THE SPACE-TRAVELLING FAT BOY GOES FROM PLANET TO PLANET LOOKING FOR STUFF TO BREAK AND PEOPLE TO WIND UP. HE LEAVES WHEN HE GETS BORED, WHICH IS USUALLY WHEN EVERYTHING'S BUST. CAN DIDDY AND CO KICK HIS PORCINE ASS BACK INTO SPACE BEFORE THIS HAPPENS?



THE HUGE DINOSAUR ISN'T JUST FOR ORNAMENT – HE ACTUALLY WANDERS AROUND THE TRACK!



THAT'S ONE BIRD THAT'LL CAUSE MORE THAN A FLAMEOUT IF IT GETS SUCKED INTO THE ENGINE!

Diddy Kong Racing



KRUNCH TAKES A SOUND BEATING AT THE ENTRANCE TO A TUNNEL IN JUNGLE FALLS.



THAT'S A NEAR MISS IF EVER I SAW ONE! THOUGH ISN'T A NEAR MISS REALLY A HIT?

Timber

SPECIES: TIGER

LIKES: SWEETS, MAKING MISCHIEF
DISLIKES: SALADS, BEING CAUGHT MAKING MISCHIEF

HE'S DIDDY'S BEST MATE, IS ENTIRELY UNCONNECTED WITH TONY THE TIGER FROM THE FROSTIES ADVERTS, AND HAD BEEN LEFT IN CHARGE OF THE ISLAND WHEN THE EVIL WIZPIG TOOK OVER. IT'S ALL HIS FAULT, BASICALLY. LIKE BUTT-HEAD, HIS CATCHPHRASE IS "COOL!"

or who you might meet?

Taj, Ma Pal

ALL RIGHT, FAT BLOKE? NICE BLOKE, FAT BLOKE. NICE AND FAT AND BLUE AND HELPFUL. TAJ THE GENIE CAN BE FOUND IN THE CENTRAL AREA WHERE YOU START THE GAME – JUST DRIVE UP TO HIM FOR ADVICE AND CHALLENGES. COMPLETE ONE OF HIS TASKS AND YOU'LL BE REWARDED WITH A GOLDEN BALLOON, WHICH LETS YOU OPEN UP NEW TRACKS!



Krunch

SPECIES: KREMLING

LIKES: RESPECT, LOUD ROCK MUSIC
DISLIKES: THE KONGS, CUTE LITTLE ANIMALS, BRUSHING HIS TEETH
HE'S A WILD, WILD REBEL, AS INDICATED BY HIS LITTLE SKULL-AND-CROSSBONES JACKET. HE'S REALLY ABOUT AS THREATENING AS A 13-YEAR OLD METALLICA FAN WITH THOSE SILLY STUDDED WRISTBANDS. "OUTTA MY WAY!" HE ROARS, UNCONVINCINGLY.



Carmageddon!

THERE ARE THREE VEHICLES IN DIDDY KONG RACING; A KART, A HOVERCRAFT AND A PLANE. AT FIRST ONLY THE KART IS AVAILABLE, BUT IT WON'T BE LONG BEFORE YOU CAN SKID OVER THE SEAS OR TAKE TO THE SKIES! THERE MAY EVEN BE A HIDDEN VEHICLE, BUT IF THERE IS, IT'LL TAKE YOU A LONG TIME TO FIND IT!

KART

NOT TOO DIFFERENT FROM THE VEHICLES IN MARIO KART, BUT NOW WITH WORKING BRAKE AND REVERSING LIGHTS AND TYRES THAT INFLATE SO THAT THE KARTS CAN BE DRIVEN ACROSS SHALLOW WATER.



HOVERCRAFT

THESE MINIATURE AIR-CUSHIONED VEHICLES FLOAT – YES! – ON A CUSHION OF AIR, AND AS YOU MIGHT EXPECT CAN BE A HANDFUL TO CONTROL! DON'T EXPECT PRECISION MANOEUVRING, BUT THEY CAN BUILD UP QUITE A SPEED!



PLANE

TALLY HO, CHAPS! THESE NIPPY LITTLE AIRCRAFT CAN PERFORM AEROBATIC STUNTS LIKE LOOP-THE-LOOPS, BARREL ROLLS AND INVERTED FLYING. THEY'RE THE HARDEST TO CONTROL, BUT SOME TRACKS CAN ONLY BE COMPLETED USING THEM!



What's the CONNECTION between Mr T, the CIA, Scooby Doo and ELVIS? Super Mario, of course! 64 MAGAZINE exclusive

Written by Andy McDermott

SIX DEGREES OF SU

32



he Roswell Aliens
brings you...

Six Degrees Of Separation

PER MARIO NATION



...who at one point in his murky past was the head of bungling Fidel Castro assassination bureau, the CIA!



...who was joined in his animated escapades by once cool, now cold FBI agents Mulder and Scully!



...who starred in *Invasion Of The Body Snatchers* with everyone's favourite geek, Jeff Goldblum!



...which was the subject of a very dull 24 hour film made by pretentious soup can painter Andy Warhol!



...which spent a whole episode mocking former US President "Vomiting" George Bush...



...who had not one, but two guest visits from one-time Spockster Leonard Nimoy...



...who plunged to his death from the historic and quite tall Empire State Building...



...which in *Independence Day* was blown to smithereens by the Roswell Aliens!



...who launched the might of the West's armed forces against fat-faced third world dictator Saddam Hussein!



...who had a piss-taking cameo in an episode of top yellow trash comedy *The Simpsons*...



...who launched a number of lawsuits from the peeved copyright holders of King Kong...



...who also starred in a cartoon series from Hanna-Barbera, creators of Scooby Doo!

At the centre of it all is Nintendo's mascot, the moustachioed plumber Super Mario...



...who was created by Nintendo's top designer Shigeru Miyamoto...



...who also created the simian barrel-chucker Donkey Kong...



...who once fought against radioactive Japanese icon Godzilla...



...who was created by the ill-considered testing of a nuclear device, just like *The Incredible Hulk*!



...who was also responsible for bringing into the world the security-unconscious Princess Zelda...



...who is set to make a cameo appearance in an episode of New York hipcom *Friends*...



...one of whom, Courtney Cox, appeared in *Scream*, directed by the creator of pizza-faced Freddie Kruger!



...who recently employed the services of mini-skirted Girl Power exponents *The Spice Girls*!



...who is a fictional princess second only in fame to *Star Wars*' bread-head Princess Leia...



...who gave her name to a daughter of Nintendo-obsessed Robin Williams...



...of whose number Matthew Perry was once an 'item' with bee-stung lippage queen Julia Roberts!



...who was one of many *Star Wars* characters put on the side of drink cans by tooth-rotters Pepsi...



...who turned out to be the sister of Luke Skywalker, played by master thesp Mark Hamill...



...whose breakthrough character Mork first appeared on *Happy Days*, starring *The Fonz*...



...who was 'just slightly' influenced by the King of rock 'n' roll 'n' drugs 'n' burgers, Elvis!



...who used to peddle their fizzy wares with the help of moon-walking wacko Michael Jackson!



...who was roundly ridiculed in hilarious aliens-and-bodily-functions sitcom *3rd Rock From The Sun*!



...who is used insultingly as an example of bad acting by perpetually angry director Oliver Stone!



...who appeared with Richie Cunningham, aka Ron Howard, who directed *Apollo 13* starring original 'six degrees' man Kevin Bacon!

33

GIZMOS &

It's been a **WHILE** since we subjected any plug-in **THINGS** to our particular form of **TORTURE**, so here are a **FEW** things to keep the tech-heads **HAPPY...**

V3 Racing Wheel

£79.99 • INTERACT • (01204) 862026

There are actually two parts to the V3 – the wheel itself, and a set of foot pedals. The pedals have a default setting that mimics the A and B buttons on a regular pad, which in all the N64's racing games to date corresponds nicely to the accelerator and brake. The pedals are hinged at the base, so if you've ever wondered what driving a Porsche is like, you can find out without having to shell out 50 grand or so.

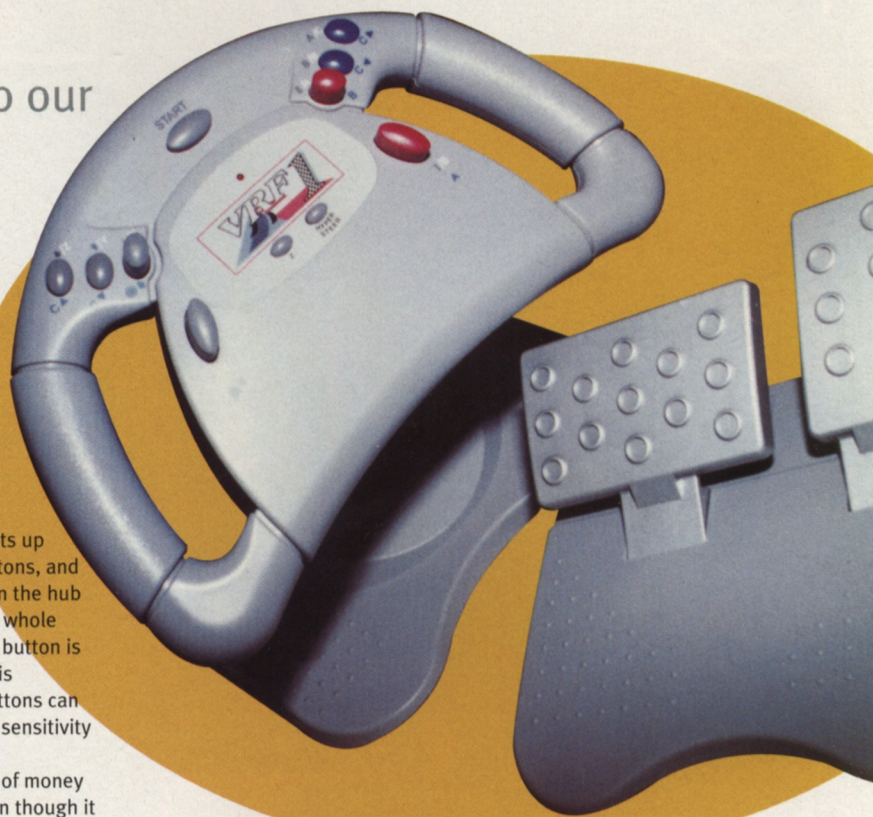
The wheel has adjustable tilt and height, but annoyingly it doesn't tilt down far enough to match the driving position of most cars – it's actually a lot like driving a Mini! The base of the wheel can be fitted with suction cups if you want to attach it to a desk, but it's also designed to be held down on a chair between your thighs, which

looks very dubious!

The wheel acts like the left and right movements of the analogue stick, with a small thumb control on one side for analogue movements up and down. All the other buttons, and the D-pad, are duplicated on the hub of the wheel and are on the whole easy to reach, though the Z button is annoyingly positioned. If this becomes a problem, the buttons can be reconfigured, as can the sensitivity of the wheel itself.

However, 80 quid is a lot of money for a glorified joystick – even though it works well, it doesn't offer any advantages over the cheaper Fire unit.

64 MAGAZINE RATING:



VRF1 Steering Wheel

£69.99 • FIRE INTERNATIONAL • (01302) 325225

The second steering wheel this issue (there are at least another two waiting in the wings) takes a different approach to the V3, being a multi-format bit of hardware. Clever electronics (and three sets of plugs coming off one wire) allows the VRF1 to be used with an N64, a PlayStation or a Saturn, depending on your taste.

This amortisation of design costs does cause a few ergonomic problems, since the buttons on the wheel itself have to mimic the functions of three very different control pads. The N64 seems to have come out worst, the Z button being right on the hub and hard to reach comfortably in the middle of a frantic game of *Mario Kart*. The

pedal unit is a lot lighter than the V3's, so has the irksome habit of wandering around under your feet.

However, the wheel itself tilts downwards a lot further than the V3, which makes it a hell of a lot more comfortable to use on a desk, and it feels a bit more solid as well. In play it's nicely responsive, though there is a slight dead spot when in the centred position which causes a lot of sawing back and forth until you get used to it.

As with the InterAct wheel, this is quite an expensive add-on, and is aimed at hardcore racers. For them, the VRF1 looks quite a good bet.

64 MAGAZINE RATING:



GADGETS



Arcade Shark

£49.99 • INTERACT • (01204) 862026

This big ol' stick looks like it's been ripped bodily from an arcade machine, and is ideal if you think the regular Nintendo pad is too weedy to withstand the pounding from your mighty fists. For the first time, a pad actually has decent-sized C buttons, which is a definite plus in beat-'em-ups. The whole schmeer is ideally suited for fighting games, in fact – all you have to do now is hold out until a really good one is released!

We subjected the Shark to a pounding, and it stood up to everything we could throw at it, though we had the sense to stop before the 'spilt Coke' test. Its weight

means that it stays put while you're using it, though its huge footprint requires a large, flat, clear area, which may be a problem in small bedrooms!

With a screw-in joystick for use in the digital and analogue pads and robust buttons, as well as autofire and slo-mo functions, the Arcade Shark is a good bet for serious players (with a space in front of their TV about the size of a deep-pan pizza – oh, and deep pockets). Roll on *Street Fighter 64*!

64 MAGAZINE RATING:



SharkPad Pro 64

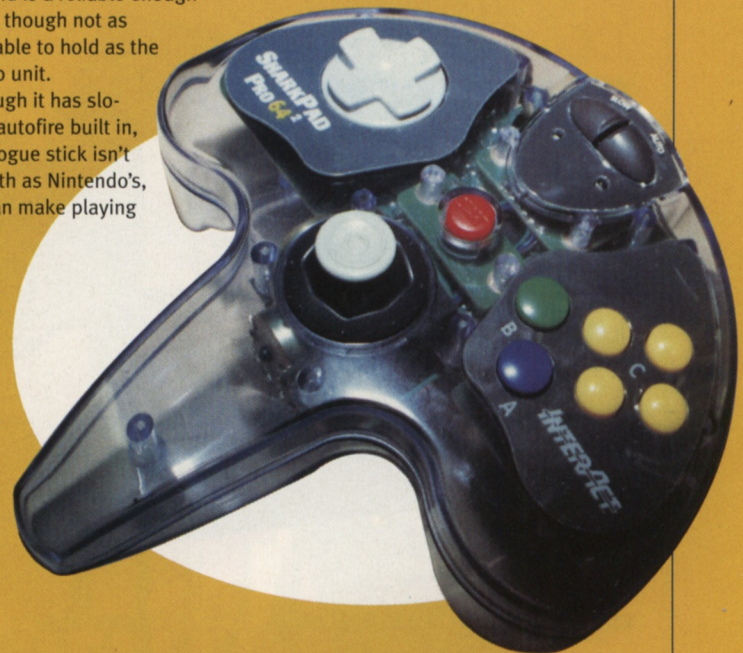
£29.99 • INTERACT • (01204) 862026

Nintendo's bizarre insistence that 'three-pronged' pads are theirs and theirs alone (flinging writs around with merry abandon while letting people clone their Rumble Pak willy nilly) has meant that other manufacturers have been forced to saw off the odd prong here and there to avoid lawsuits. The SharkPad Pro was the first of these to reach the office, and is a reliable enough offering, though not as comfortable to hold as the Nintendo unit.

Although it has slo-mo and autofire built in, the analogue stick isn't as smooth as Nintendo's, which can make playing

games like *Lylat Wars* an occasionally stiff experience. The transparent case also lets you see exactly how a pad works, if you like that sort of thing! However, at the current price it doesn't offer any added value over the standard Nintendo controller.

64 MAGAZINE RATING:



4 Meg/1 Meg Memory Cards

£29.99/£14.99 • DATEL • (01785) 810800

Okay, wait a minute. The 4 Meg card is the equivalent of 16 regular Controller Paks. Does anybody have that many saved games? You could even keep 21 *Hexen* positions on here, if you were completely insane.

Fortunately, you don't have to worry about bank switching any more. Say goodbye to dip switches. Kiss pressing buttons goodnight. Datel's nifty new linear memory system lets the N64 access every last byte all in one go! If you hold down Start when powering up

the machine, instead of the regular 123 pages, you'll find a quite obscene number waiting for you instead, which makes scrolling through them all tremendous fun!

If you get a 4 Meg card, you won't be needing any extra memory for a long time, and even the smaller 1 Meg card is much better value than its competitors, if only for its ease of use.

64 MAGAZINE RATING:



LX4 Controller

£24.99 • GAMESTER LMP • (01992) 503133

LMP have gone one step further than other third-party pad manufacturers and done away with prongs altogether. This makes their LX4 pad quite odd-looking at first, as it's much more squared-off than anything else for the N64.

Once you get past the weird design, the LX4 is actually a very good pad. Although it's slightly unbalanced if you've got a Rumble Pak plugged into the back (the lack of prongs to grip makes it tip downwards), most of the time it's comfortable enough, though if you've got a really fat index finger you might find reaching the Z button a squeeze.

As well as the normal functions, the

LX4 also offers slo-mo (as usual, this is really more of a rapid pause than a true slow-motion function), programmable auto-fire and turbo-fire trickery. The high point of the pad is the analogue stick, though – once it's worn in it's easily as good as Nintendo's own stick, being very smooth and lacking the 'clickiness' than many pads display.

Although it's more expensive than some of the other third-party pads, the LX4 is well worth considering. Stumpy it may be, but it's great to use!

64 MAGAZINE RATING:



LX4 256K Memory Card

£9.99 • GAMESTER LMP • (01992) 503133

For those on really tight budgets, Gamester's little brother to the 1Mb card is a clone of the regular Controller Pak, only cheaper. It works just like Nintendo's memory card, so what more can we say?

64 MAGAZINE RATING:



LX4 1Mb Memory Card

£17.99 • GAMESTER LMP • (01992) 503133

A no-frills 1Mb memory card, which uses the now old-fashioned bank switching method to flip between its four 256K memory banks. On the back of the card are two tiny dip switches which require either well-manicured nails or a miniature screwdriver to move. This method was already old

when Datel's Mega Memory card (see issue 2) came along, offering bank switching at the push of a button, and their new linear memory cards make this seem even more dated. The LX4 does its job, but Datel's more advanced and easier to use 1Mb card is cheaper.

64 MAGAZINE RATING:



Shockwave

£24.99 • DATEL • (01785) 810800

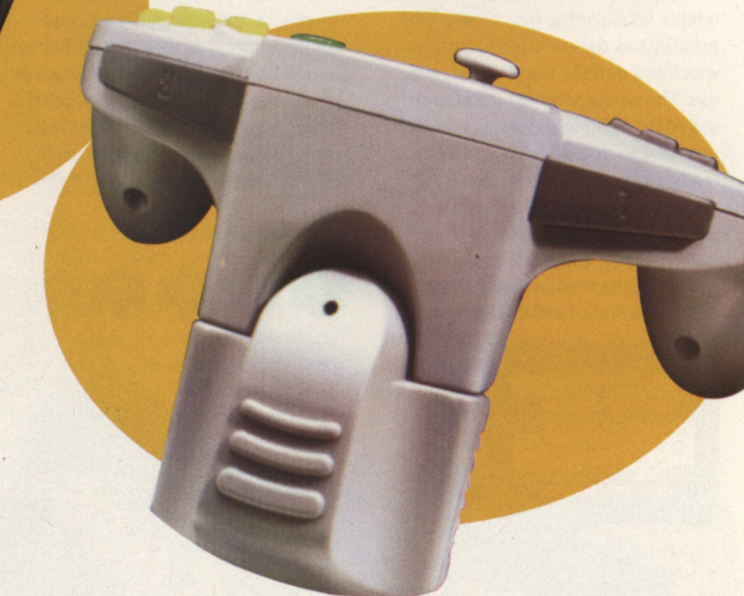
Whether you think Nintendo's Rumble Pak is a new frontier in interactive gameplay or just a gimmick, other manufacturers are keen to grab their own stake of the vibrator market. First off the mark is Datel's Shockwave, which as well as the familiar Rumble Pak functions of, well, rumbling, has some extra tricks of its own thrown in.

First off is the built-in memory, a total of 1Mb (four times the size of a standard Nintendo Controller Pak), which in common with all Datel's current memory cards is a 'linear memory' gadget that allows you to save to the entire card without having to switch between 256K banks. One of these on its own would cost you

£14.99, so in effect you're getting it for bobbins.

The other piece of trickery that sets the Shockwave apart from other rumblers is its ability to shake even on games that aren't Rumble Pak compatible. This works by a small microphone in the front of the unit listening out for loud noises from the TV (explosions, crashes, what have you) and shaking the pad in response. Since it works with any noise, a sudden outburst of swearing when you lose a life will also set it off!

Because the Shockwave doesn't use batteries, instead drawing power from the N64 itself, the vibration isn't as powerful as in a normal Rumble Pak.



Since we often find the trembling of Nintendo's plug-in quite intrusive, this isn't the drawback it sounds.

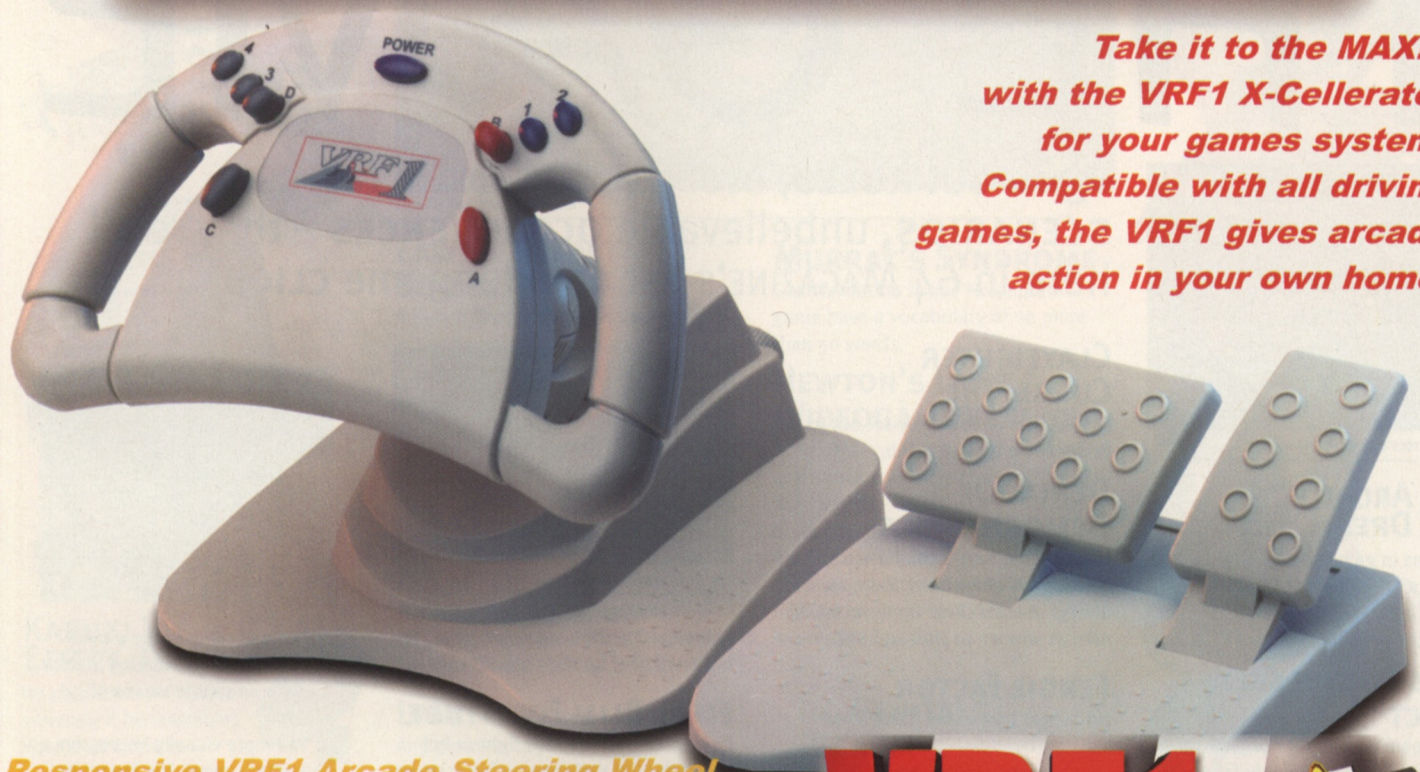
Considering what it offers, Shockwave is a bargain. Just don't talk

too loudly while it's plugged in!

64 MAGAZINE RATING:



get into the **FAST LANE**



**Take it to the MAX!!!
with the VRF1 X-Cellerator
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action in your own home!**

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THE RULES THE GAME



THE ARCHITECT'S DREAM



ARCHITECT'S DREAM, THE

Platforms in games never require supports of any kind to hold them up, but can just float in mid-air without a care in the world.

BOSS LUMINESCENCE EFFECT

Large enemies, whether organic or mechanical, always flash helpfully when they take damage to show that the player is hitting their most vulnerable spot.

Worn-out **RULES**, over-used **EFFECTS**, tedious **SCENARIOS**, unbelievable **OCCURRENCES** – they're all here in 64 MAGAZINE's list of videogame **CLICHÉS**!

CLAYFIGHTER CURSE, THE

Games that deliberately set out to be funny never are.

DENIAL OF DEMOGRAPHICS

In any game where you have a selection of characters, there are always at least three times as many men as women to choose from.

FERGIE FACTOR

No matter how many times they're

BENNY HILL RULE

Any female character wearing a short skirt will, at some point in the game, expose her knickers.



THE CLAYFIGHTER CURSE

kidnapped, princesses never have the brains to beef up their security.

FINAL BLIM FORTITUDE

Combatants will always fight at full strength until their energy bar is down to its final blim, after which the tiniest touch knocks them cold.

FINAL FIGHT RULE

The hero's girlfriend will *always* be kidnapped.

GRAVITY OF THE SITUATION

IMMORTAL KOMBAT

No matter how many times they're



FINAL BLIM FORTITUDE



- 1: Items of value to the player are always found floating in mid-air with no visible means of support.
- 2: The more visually impressive a character's move, the longer he can stay in the air while performing it.
- 3: Gravity can always be overcome by making jumping motions while you're already in the air.
- 4: Spaceships are only ever affected by gravity when it's vital to the plot (also known as 'The Slippy Effect'.
- 5: Bullets and other projectiles are never pulled downwards by gravity even if they are travelling at less than walking pace.



OF



KABUKI JO EFFECT, THE

No character can be taken seriously if he resembles Ronald McDonald.

killed, characters in a beat-'em-up always survive for the sequel.

KEY OF THREE

Any PC port that uses more than three keyboard commands will be totally unplayable on a console.



LAW OF INVERSE FATALITIES

LAW OF IMPACT EQUALISATION

A punch from a six stone teenage girl is just as painful and damaging as one from a heavyweight boxer.

LAW OF INHERENT COMBUSTIBILITY

Everything explodes, no matter what it's made of.

LAW OF INVERSE FATALITIES

The more time a beat-'em-up spends on gruesome and OTT death moves, the less good it is.

LYLAT LAW

Any game which has to be renamed for its European release will invariably have a worse name than the original.

MORAL MINORITY

Any all-formats game that Nintendo insists is toned down in some way so as not to cause offence will mysteriously never do as well as it did on other, uncensored, formats.

MURRAY'S SYNDROME

Commentators in any N64 sports game have a vocabulary of no more than 50 words.

NEWTON'S LAWS (VIDEOGAME VERSION)

- 1: An object at rest will tend to leap up and attack when the player approaches.
- 2: An object in motion will stop moving as soon as it goes off screen.
- 3: For every action there is a ridiculously large and visually impressive reaction.

NO GENITALS PLEASE, WE'RE MALE DESIGNERS

Female characters in games always have big boobs and long legs, but male characters never have bulging lunchboxes or Darcy trousers.

RULE OF FEMALE AGING

The only women over the age of 25 in videogames are crones, evil, or both.

MONK RULE

No matter what a male character goes through to rescue the woman he loves, he will never expect anything in return more passionate than a peck on the cheek. Which will make him blush.

NO NATURISM IN NATURE

Animals must always wear clothes; the more important they are in the game, the more clothing they wear. The reverse of the latter clause is true of women.



SLO-MO LAW

No projectile, be it physical or energy in nature, travels faster than the player or his craft can move out of the way.

STALLONE SYNDROME

The hero of any action game merely grunts when hit by bullets, whereas his shots, which often come from the same kind of gun, instantly kill enemies.

WAY OF THE EXPLODING ARSE

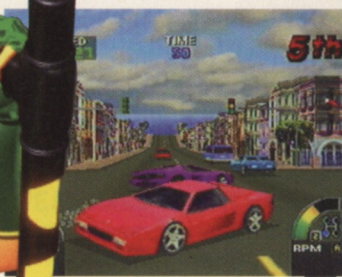
The part of any videogame character which inflicts the most damage on enemies is the bum.



STALLONE SYNDROME

STURGEON'S LAW (VIDEOGAME VERSION)

90% of Midway's N64 games (to date) are crap.



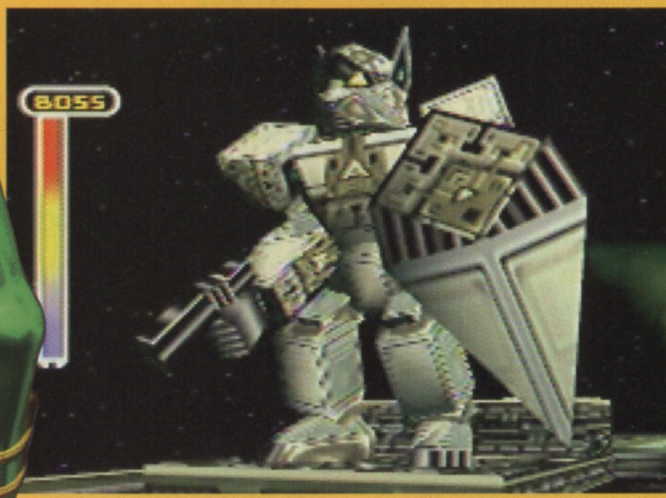
STURGEON'S LAW



TEMPORAL TRASHINESS RULE

ZOLTAR'S LAW OF ANTHROPOMORPHISM

The evil villain's enormous ultimate death machine is always built in the form of a human or animal, rather than anything practical.



TEMPORAL TRASHINESS RULE

Any game which relies on time travel or dimensional rifts to bring its characters together won't have any characters worth bringing together to begin with.

WALLEYE EFFECT

All characters in first-person shoot-'em-ups have eyes like fish, making the scenery distort wildly at the sides of their view.

YO! RULE

Any game where the main character wears a backwards-facing baseball cap and/or shades will not be nearly as cool as its creators think. (The 'Poochie' factor.)



WALLEYE EFFECT

STABLISED STILETTO EFFECT

Female characters in videogames are just as agile as their male counterparts, despite wearing six-inch heels that would probably break the ankles of any real woman.



Grow Your Own Clichés!

● DO YOU HAVE ANY FURTHER VIDEOGAME RULES, LAWS AND CLICHÉS TO ADD TO THE LIST? SEND THEM TO CLICHÉ COMBAT, 64 MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS. MAYBE THEY'LL APPEAR IN A FUTURE ISSUE...

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- TETRISPHERE

- F1 POLE POSITION
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WHO ARE YOU? WHAT DO YOU WANT?



The RESULTS of the 64 MAGAZINE readers' SURVEY!

WE HAD AN ABSOLUTELY staggering response to our readers' survey in issue 4 – in the end, we had well over 2,500 completed surveys to go through! Many thanks to everyone who took part, and you can be assured that your input will be used to make 64 MAGAZINE even better!

We won't bore you with those results that would only be of use to the boffins, statisticians and suits in our advertising and marketing

departments. Instead we'll cut to the chase and give you the most important answers, which tell us just who's reading our magazine!

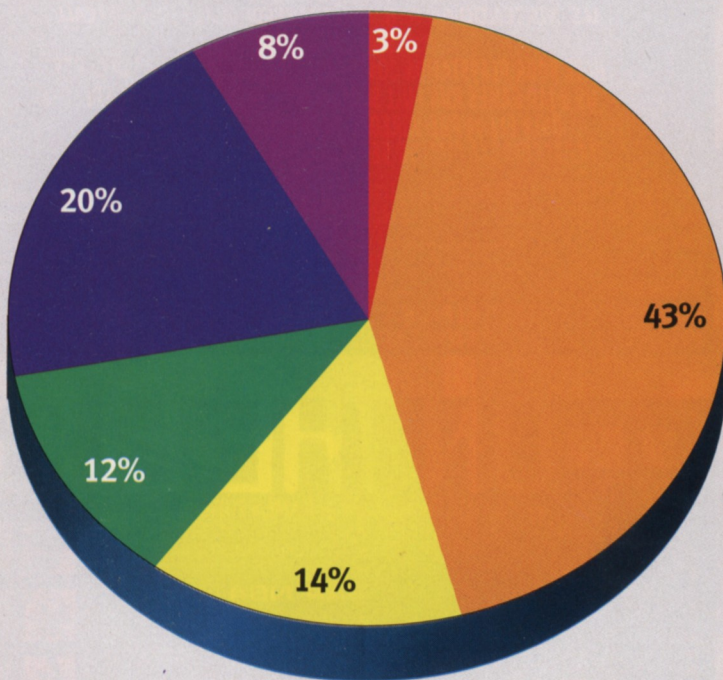
To nobody's surprise, the respondents were mostly male – 96% of them possessed the requisite tackle, in fact. We did raise an eyebrow at the fact that 4% of our readership is female, though – most console mags are lucky to scrape 2% in this area. Is the N64 the console of equality?

The age breakdown did surprise us, as console magazines have traditionally been dominated by 10-15 year old buyers. Although the 10-15s were the largest single group, the majority of 64 MAGAZINE's readers (54%) turned out to be 16 or older. Our intention all along was to create a magazine that appeals to all age groups, and whaddya know, we have!

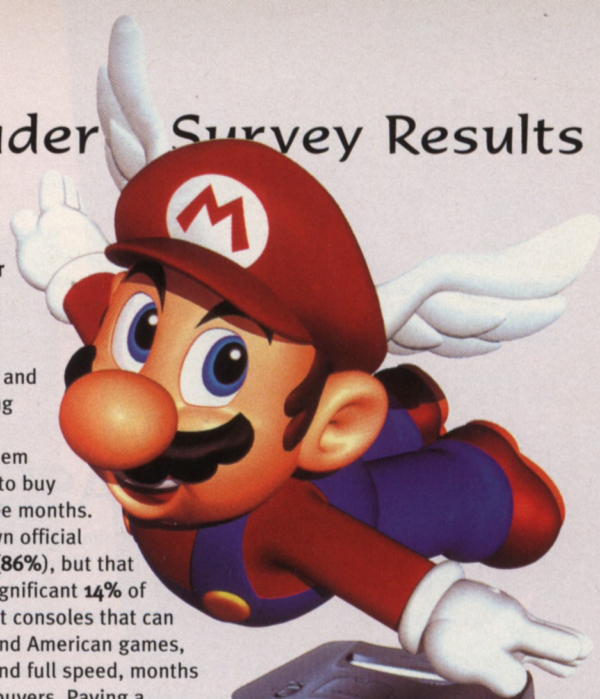
As for how regularly our readers buy 64 MAGAZINE (up to issue four, when the survey was conducted), a third – 32% – had bought every issue – people of taste, I like it, it's good! Another 17% had bought three issues, 24% had bought two and the final 27% had only bought one issue (issue four, presumably!).

How many people actually read 64 MAGAZINE? Our ABC sales figure is 35,095 – making us officially the best-selling N64 magazine in Britain – but the survey showed that a lot of people just read someone else's copy. Tell them to bugger off and buy their own! Anyway, 43% of respondents kept their issue to themselves, 28% shared it with a friend, 17% let a couple of people peer over their shoulders and 12% let the whole family muscle in. If each percentage point represents 350.95 readers (1% of the official sales figures) multiplied by one, two, three or four as appropriate, then 64 MAGAZINE's total readership is at least 89,492 people! Hi, everyone!

THE AGE BREAKDOWN OF OUR READERSHIP WAS AS FOLLOWS:



Reader Survey Results



On to the N64 itself. **Over 97%** of our readers own Nintendo's supermachine, and of the remaining few who don't, almost all of them were planning to buy one within three months. Most of you own official PAL machines (**86%**), but that still leaves a significant **14%** of you with import consoles that can run Japanese and American games, at full screen and full speed, months before British buyers. Paying a premium for the best versions of games is obviously something many of you don't mind!

As for any other consoles that you own as well as an N64, **50%** of you have a Super NES, **43%** own a Game Boy (there are a lot of Nintendo loyalists out there!), **12%** have a PlayStation, **5%** are Saturn players and **40%** of you make use of other consoles, mainly the Mega Drive. (For nitpickers who've noticed these figures don't add up to 100%, many people own more than one other console.)

Nintendo's inclusion of four controller ports has paid off, since most of you (**83%**) play multiplayer games regularly. **43%** of N64 owners play two-player games, **21%** three-player and **19%** go the full monty and play with all four pads plugged in at once. Expect that last figure to rise once *Goldeneye* hits British streets...

Speaking of *Goldeneye*, this was the most eagerly awaited game for the N64, just pipping *Zelda 64* to the post. As far as games you already own go, *Super Mario 64* was still the firm favourite.

It looks promising for Nintendo's next bit of hardware, as well – only **3%** of you said that you would *not* buy the 64DD when it (eventually) comes out. Of the **97%** of readers who are eagerly awaiting its arrival, **44%** said they would buy it no matter what. A price-conscious **26%** said they would buy the DD if it cost less than £100, and a further **5%** were relying on the DD to bring down the cost of games (take note, Nintendo!). The final **22%** are waiting for 'killer apps' to appear, games that are so good that it's worth buying the hardware just to play them. *Mario Paint* is unlikely to be among these, so Nintendo had better ensure that *Earthbound* – the most promising of the 64DD's announced launch titles – is something really awesome...



AND THAT CONCLUDES OUR SURVEY. OH, YEAH, ONE FINAL THING – THE WINNER OF FIVE GAMES OF THEIR CHOOSING IS ALEX HEMINGWAY OF SHEFFIELD, WHO ASKED FOR, AND GETS, *STARFOX 64*, *BLAST CORPS*, *GO! GO! TROUBLEMAKERS*, *GOLDENEYE* AND *ISS 64*. ONCE AGAIN, THANK YOU TO EVERYONE WHO TOOK PART AND HELPED US DECIDE HOW TO MAKE 64 MAGAZINE EVEN BETTER!

So, our 89,492 readers, what do you think of our reviews? Do you agree with them, or disagree? For the most part, you do – **92%** of you said that, on the whole, your opinions on games matched ours. Of the other **8%** of you, almost all weren't sure whether you generally agreed or not – only a few people (not enough to register in the final result) actively disagreed with our opinions, and they're probably all *Mortal Kombat* fans. Bottom line: you trust our judgement when we review games, so we must be doing it right!

Now here's the result that really shocked us! We asked whether you would prefer 64 MAGAZINE to stay at its current price (a little higher than some of our rivals) and keep the same high production values, or drop in price and cut corners on quality. We expected about a 50-50 split. In fact, a whopping **81%** of you

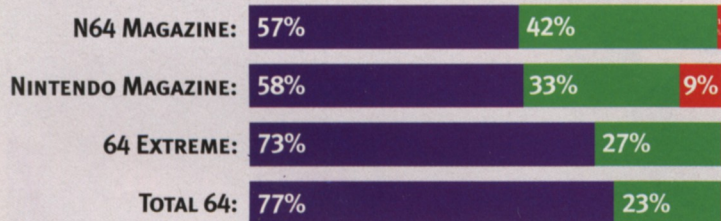
decided that quality is preferable to quantity and voted that you'd be happy to stay at the current price! Again, thank you all – it's reassuring to see that not everybody is motivated by saving money. But then, you do own N64s, so maybe it's not that surprising...

● Speaking of our rivals, how do you think we shape up against them? Well, we trounced 'em all. You love us, you really love us!

Nintendo Magazine came out as our closest competitor, though many of the people who rated us as 'worse' than *NM* gave the rather spurious (and brief) reason that *NM* "is official". Yeah? And? The numbers of people who rated 64 MAGAZINE as 'worse' than either *Total 64* or *64 Extreme* were so tiny (well under 1% in both cases) that they weren't statistically meaningful, but we included them anyway to be fair.

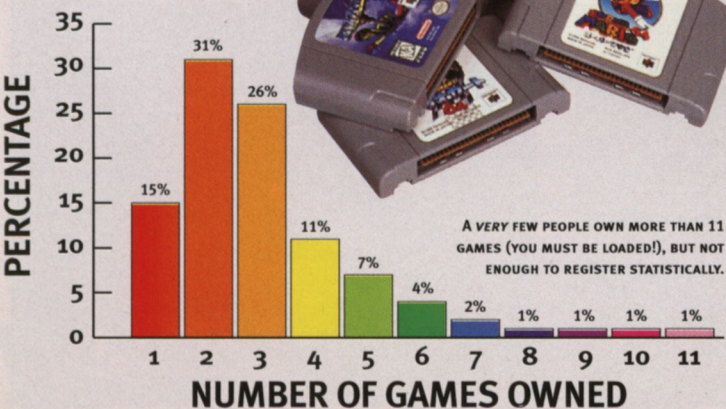
YOU LOVE US, WE LOVE US, EVERYONE LOVE US

Each bar represents how the survey respondents saw 64 MAGAZINE in comparison to its rivals. Blue bar – you thought we were better than them. Good for you! Green bar – you thought we were on a par with them. Nyeh, whatever. Red bar – you thought we sucked. Yeah, well, we think you suck too!



HOW BIG IS YOUR WALLET?

Since some grumblers reckon that Nintendo owners pay a premium price for games anyway, how does this affect the number of games you own? Here's the breakdown:



LIKE THE CALM BEFORE THE STORM, THIS ISSUE SEES ONLY A MEAGRE FOUR REVIEWS... BUT NEXT ISSUE LOOKS SET TO BEGIN A POSITIVE ORGY OF GAME RELEASES! ABOUT TIME TOO. IN THE MEANTIME, THE TEAM - INCLUDING OUR NEW STAFF WRITER, ROY 'C&W' KIMBER - HAVE BEEN APPLYING THEIR NOT INCONSIDERABLE REVIEWING SYNAPSES TO THE CURRENT COLLECTION OF CARTS!

NEW RELEASES

Yowza! This issue marks the first time we have had a PAL copy of a game available for review before the Japanese or American version, a trend which looks set to continue over the next few months as European release dates get closer to those of their NTSC counterparts. The pebble that starts the avalanche is...

F1 POLE POSITION

46 The real F1 season may be almost over, but you can relive those moments when Damon Hill retired as often as you like with Ubi Soft's new Grand Prix sim!



IMPORT REVIEWS

In most cases though, games will appear first in Japan or America. Some of them will make it to these shores, others won't. We suspect that this issue's solitary import game won't be getting a stamp in its visa any time soon...

J-LEAGUE DYNAMITE SOCCER

50 The world's first football game for the vertically challenged! The players in this game may fall short, but does the gameplay do the same?



UK UPDATES

Slowly but surely, the wait for British games is getting shorter and shorter – after *Starfox*'s ludicrous six month delay, now we have a superb game disembarking from the 747 only two months after its first appearance. Oh, and *War Gods*.

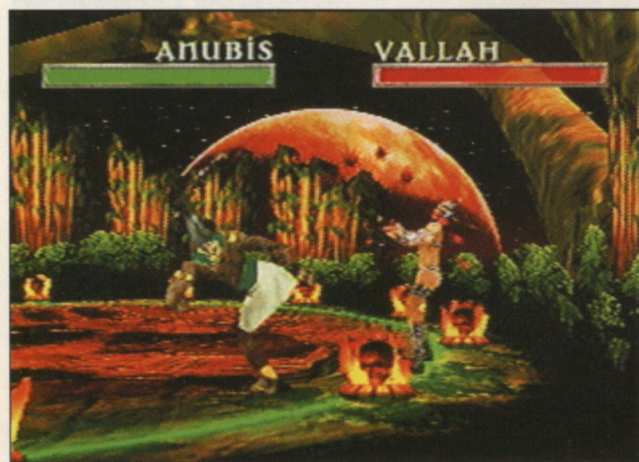
GOLDENEYE

52 The best game on the N64? Quite possibly! James Bond returns to his homeland in this absolutely brilliant spy-'em-up! Get the girl, kill the baddies, and in all probability save the entire planet...



WAR GODS

54 From the sublime to, erm, the unsublime. Kabuki Jo and his kinky mates have arrived and are looking for trouble, as usual. They really need to get some.



Box Clever

● EVERY REVIEW IN 64 MAGAZINE CONTAINS STANDARD INFORMATION ABOUT EACH GAME, GIVING YOU DETAILS AT A GLANCE.

Memory Options

MEMORY:
EVERY REVIEW WILL TELL YOU WHAT THE CARTRIDGE SAVE OPTIONS INCLUDE.

CONTROLLER PAK:

YOU CAN BUY A SEPARATE MEMORY PAK, SO WHAT ELSE DOES IT GIVE YOU?



\$64,000 Question

● THIS IS WHERE WE TELL YOU HOW MUCH OF THE N64 IS USED BY EACH GAME AND WHETHER THERE ARE ANY SPECIAL NEW FEATURES WHICH ONLY THE N64 COULD HANDLE. HOW MANY GAMES ARE TRULY 64-BIT?



PAL Performance

● IN UK UPDATES, THIS BOX REPLACES THE \$64,000 QUESTION. IT ASKS IF THE UK VERSION OF THE GAME BEEN OPTIMISED TO RUN AT FULL SPEED AND FULL SCREEN ON BRITISH TELLIES – OR HAS THE PRODUCER JUST HACKED OUT A STRAIGHT CONVERSION WITHOUT BOTHERING TO CRANK UP THE SPEED FOR OUR SLOWER N64S?

The Awards

What does the overall score mean? Unlike many magazines, where an 'average' game can still achieve 80%, 64 MAGAZINE is stricter in awarding scores. Here's how we rate things:

95%+

Guaranteed steroid free! Winners of the Gold Medal are those rare titles that every N64 owner should buy. We are going to be very selective about who gets these...

90%-94%

While not *quite* an essential purchase, any game that receives our Sizzler award should definitely be in the running for your readies.

80%-89%

Either the low end of excellence or the top end of great, depending how you look at it. Games in this range are worth investigating, especially for fans of the game's genre.

60%-79%

Approaching Planet Dubious; games that end up here are either good but flawed, or average but redeemed by clever features. Think carefully before buying.

40%-59%

Well average. Any game that lands in this area will have little special to offer you, the game-starved punter. Think very carefully before buying.

20%-39%

The Dead Zone! Anything that can only scrape this kind of score should be left on the shelf to rot.

BELOW 20%

We can only hope that nothing this dire is ever released. If anything scores below 20%, it'll be a black day for N64 gaming!



The Ratings

Dog's bollocks or dog do? We judge each N64 game on the following criteria: graphics, sound, gameplay and challenge.



COULD THIS CATEGORY BE ANY BETTER?



VERY GOOD, BUT NOT PERFECT.



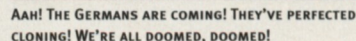
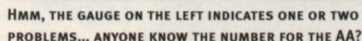
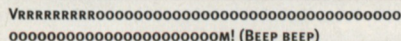
DOES THE JOB, BUT NOTHING SPECIAL.



DEFINITELY BELOW PAR. WATCH OUT.



ABSOLUTELY PATHETIC!



Players



October
£59.99



MAKE A PIT STOP FOR A CHANGE OF TYRES, MORE FUEL, OR EVEN LESS FUEL (IF YOU'RE TOO HEAVY).



A RACING GAME WOULDN'T BE COMPLETE WITHOUT THE OBLIGATORY COUNTDOWN START, WOULD IT?

POSITION 64

A well thought-out, fast-paced race game

DECISIONS, DECISIONS...

Before you get into playing the game itself, you have the choice of wading through a positive mountain of options. Those among you with no interest (and less knowledge) of car mechanics need not worry, as you can elect to go straight to the race, with everything already pre-set for the beginner driver. The more knowledgeable amongst you may want to tweak the car's technical specifications first, to ensure you hammer the opposition from the outset, and there are a plethora of car specs to play with – but more on them later.

Now, the observant among you who have been with us since the early issues may by now be experiencing a mild feeling of déjà vu – haven't we seen this game before? And you'd be right. *F1 Pole Position 64* is an updated version of *Human GP*, but rather than just convert the game and leave it at that, Ubi Soft have made some serious improvements, that even make you wonder if perhaps software companies occasionally read reviews too.

When *Human GP* was first reviewed, two major problems were noted. The first was the rather



unconvincing range of drivers and the ads for things like 'Shall' oil. "What we need," we cried, "is a proper licence!" And what do we get? All the fun of a genuine racing season.

The second, and by far the most important problem, was the control of the car. Basically, in *Human GP*, the car drove like it was on an ice rink. Fortunately, all this has now changed! The cars in *F1 64* handle like a dream. Admittedly, you can't just slam on the accelerator and bomb round every bend – strategic use of the brakes is required as you approach the tight corners to prevent you spinning off onto the sand, but then, that's exactly what real Formula 1 is like, isn't it?

FEEL THE WIND IN YOUR HELMET

Which brings us to realism. The game can be played at several levels of realism, from incredibly unrealistic –

OOH, DON'T LIKE THE LOOK OF THAT SKY, LOOKS LIKE RAIN! WHERE'S MY CAGOULE?



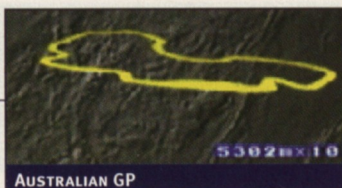
EXPERT LEVEL, AND WE'RE IN DEEP TROUBLE (NOTE THE RED FLAGS).

Making Tracks

ALL THE OF WORLD'S MOST WELL KNOWN (AND IN SOME CASES, MOST NOTORIOUS) GRAND PRIX TRACKS ARE AVAILABLE.



BELGIAN GP



AUSTRALIAN GP



ARGENTINE GP



BRAZILIAN GP



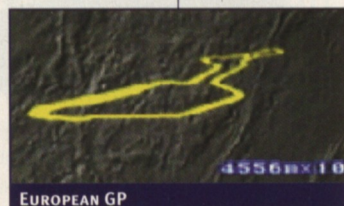
HELLO, GOOD AFTERNOON AND WELCOME TO THE 1997 FORMULA ONE MOTOR MOWER WORLD CHAMPIONSHIP.



BRITISH GP



CANADIAN GP



EUROPEAN GP



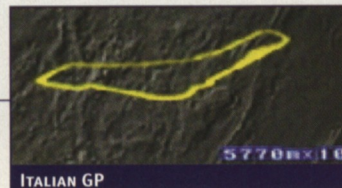
FRENCH GP



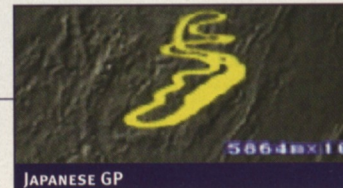
GERMAN GP



HUNGARIAN GP



ITALIAN GP



JAPANESE GP



MONACO GP



ER, SIXTEENTH OUT OF TWENTY-TWO? THAT'LL DO FOR ME! I THINK A SWIFT PIT-STOP AT THE PUB IS CALLED FOR!

WHAT, NO EXPLOSIONS?

The only thing that spoils the realism really, is the lack of a proper crash animation. Everything *but* this appears to have been included; cars engines blow-up with a billow of smoke, and this can actually obscure your vision as you hurtle in pursuit of them.



AH, MISTER X! HE PLANS TO TAKE OVER THE WORLD. ONLY DAMON HILL AND HIS MIGHTY ARROW CAN STOP HIM! (BUGGER)

The only disappointment

Burning tyres also smoke, and cars spin off the track and break down with a variety of different problems (which can be a positive boon, if they happen to be ahead of you in the ranking at the time). However, drive one hundred and eighty miles per hour into a solid brick wall, and nothing happens. Well, you stop obviously, and on the higher difficulty levels the car will be pretty much undriveable afterwards, but you can forget about any amazing explosive effects.

Okay, so this isn't very realistic, when you consider that real F1 cars will fall apart if they collide with

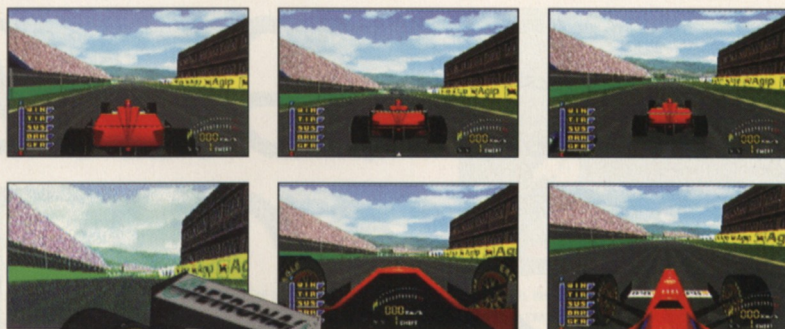
anything bigger than a moth. But, and this *is* a big but, that said, the game would not be a lot of fun if every time you came off the track or clipped a wall or car your machine fell apart like a cheap Airfix model kit. So don't complain!

IT'S RAINING, IT'S POURING, THE ENGINE IS ROARING

As with real racing, the weather *is* a factor, and the rain, as well as reducing traction and necessitating wet-weather tyres from the pits, can

I Can See Clearly Now, The Oh, It's Raining

F1 64 OFFERS NO FEWER THAN SEVEN DIFFERENT VIEWS (EIGHT IF YOU COUNT THE REAR VIEW). THESE RANGE FROM IN-CAR VIEW, THROUGH COCKPIT, TO A RATHER NIFTY FLOATING CAMERA WITH WHICH THE CAR PULLS AWAY AS IT ACCELERATES, AND DROPS BACK AS IT BRAKES, ENHANCING THE FEELING OF ACCELERATION.



WHY IS OUR CAR ALWAYS AT THE BACK?
IT'S FIXED! FIXED, I TELL YOU!

is the lack of a multi-player mode

also seriously reduce visibility. A nice touch is that the weather changes over the duration of the race, so that a race that starts off fine might have a storm in the middle, forcing you to change tyres, followed by a sunny outbreak, which dries the track and forces yet another tyre change.

F1 Pole Position 64 is an excellent game, and one well worth the purchase price (which is such an uplifting thing for an N64 game, given the prices you have to pay at the

moment). The only real disappointment is the total lack of a multi-player mode, which may well frustrate some. However, it is far better to have a high-standard one-player game than a sub-standard multi-player.

In closing, I must mention the sound. Throughout the game the sound effects are impressive, from the theme music before play, to the engine sounds during play. But what happened with the communications?

2nd opinion

NAH, NOT IMPRESSED. F1 POLE POSITION IS A FUN LITTLE RACER, BUT IT'S FAR TOO MUCH LIKE AN ARCADE GAME. EVEN WHEN IT'S SET UP AT ITS MOST 'REALISTIC', IT STILL DOESN'T GIVE THE FEEL OF DRIVING A FAST CAR, MORE LIKE A DODGEM! IT'S AN IMPROVEMENT OVER HUMAN GRAND PRIX, BUT THERE'S STILL ROOM FOR A MORE REALISTIC N64 RACING GAME. LOZ COOPER

You get a rather muffled voice that says helpful things like "Keep going", or the even better "Coming up behind you", the latter of which only ever seems to air after you've just overtaken someone. Of course they're behind you if you've just passed them!

This niggles though, and the lack of multi-player facility, can't detract from what is a well thought out, fast paced race game. Buy it now! **R64**



PORTUGUESE GP



SAN MARINO GP



SPANISH GP

64 THE BOTTOM LINE

Controls



Alternatives

Multi Racing Championship: Imagineer
Reviewed: Issue 5, 67%
Mario Kart 64: Nintendo
Reviewed: Issue 3, 94%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

88%

Summing up:
IF YOU'VE BEEN WAITING FOR A DECENT RACING GAME TO REACH THE N64, WAIT NO LONGER, IT'S HERE!

Ninfo



Publisher:
Developer:

Imagineer
Imagineer

Game Type:
Origin:

Sports
Japan

Release Date: Out now (import)
Price: £69.99

Just when you **THOUGHT** N64 games couldn't get any **WEIRDER**, out comes a **FOOTBALL** game for **MIDGETS**!

J-LEAGUE DYNAMITE SOCCER⁶⁴



THE PENALTY KICK SEQUENCE IS ONE OF THE MORE GRAPHICALLY UNIMPRESSIVE FEATURES OF THE GAME.



IT'S IRONIC. I'VE NEVER REALLY liked football games, and yet I found myself loudly defending this one against a barrage of abuse from all the die-hard footie sim fans in the office. At least to begin with...

Memory Options

MEMORY:

N/A

CONTROLLER PAK:

SAVE FORMATIONS,
LEAGUE RESULTS,
ETC



J-League Dynamite Soccer 64 (henceforth *JLDS64*) is endorsed by the official Japanese Football League, which means you play with the seventeen teams that make up the *actual* J-League – wahey! Well okay, to be fair, if I was Japanese, and I liked football a tad more than I do, I probably *would* be quite impressed.

At first glance the game is nothing special graphically (as many in the office remarked rather loudly every time they walked past) and indeed, it doesn't really do the N64 justice.

That's at first glance however.

As you play it, you soon realise that the players, while not anything special on the surface, are very smoothly animated, with virtually no slow-down at all. A lot of attention has been given to small details, such as their heads which turn to follow the ball when it's in the air.

Each player is also an individual, modelled on his real-life counterpart, so they each have different skin colours, hair colours, hair styles (some are even bald), and as the ball moves between the players, a little portrait of them appears at the bottom of the screen. Sadly, there's no sign of old 'Crisps' Lineker.

Animation-wise, each player can perform a variety of stylishly-rendered footie moves, including a very satisfying (and usually illegal) shoulder barge. The big question has to be though: why are they all so short?

I FEEL THE NEED... OOPS, NO I DON'T!

I should mention that the players do move rather slowly, although in fairness, they probably run about the speed of real footballers - ie most real-life footballers don't move like Linford Christie on speed.

Many of the features you would usually expect to see in a football sim are present, such as tournament play,

\$64,000 Question

- PLAYS SMOOTHLY
- HAS LOTS OF NICE LITTLE GRAPHICAL TOUCHES
- NOT AS GOOD AS ISS 64
- CONTROL SYSTEM IS A BIT OF A PAIN



USING THE SHOULDER BARGE IS PARTICULARLY EFFECTIVE (HE'S DECIDED TO HAVE A LIE DOWN FOR A BIT).



IF YOU EVER WONDERED WHAT HAD HAPPENED TO THAT TOP SWIMMER DUNCAN GOODHEW, HE'S PLAYING FOOTIE IN JAPAN!

OUR INTREPID PLAYER ATTEMPTS THE PRECISION GOAL-SCORING TECHNIQUE (NOTE THE COMPLETE LACK OF ANY INDICATORS - IN THIS CASE, HE'S THE ONE WITH THE BALL).

If You Don't Let Me Score I'm Going Home!



THE CROWD CHEERS...



THE PRESSURE BUILDS...



LINED UP...



HE SHOOTS...



...AND MISSES COMPLETELY.



BUGGER!

J-League Dynamite Soccer 64

It's damn near impossible to score!

NAMITE

perspective change (sadly limited to just two camera angles: side-on and head-on), ground selection, penalties, extra time, injury time, bookings, and there is also some form of aftertouch facility, though I had a job getting it to work reliably.

On the plus side, *JLDS64* is a fairly fun little football game, which, despite the obvious Japanese text problems, is relatively easy to get into. It also has a few features more in line with the N64, like the three and four player options, that allow you to play two players teamed against the computer, or two against two, or two on one.

There are some serious problems though. The most important is that it's damn near impossible to score! The control system is the problem, because unlike *ISS 64*, the kicks on offer just aren't flexible enough. To beat the computer keeper, you have to take the shot from a very limited number of positions, and even then his magnetic hands usually get in the way!

You can (in theory) score from corners, by crossing and then heading the ball in, but the fixed perspective on the ball makes it very difficult to judge the timing correctly as you can't see your players in the goal mouth until the exact second the ball passes the goal.

Even this wouldn't be so bad, except that the computer players manage to score from every conceivable angle and distance! This is frustrating and adversely affects the playability factor.

WHERE THE DEVIL AM I?

Did I mention that there's nothing to indicate which player you are controlling? This makes effective interceptions nigh on impossible, as you'll move the stick to send the player you *think* you're controlling barrelling across to hammer the attacking player, and on the far side of the screen, a completely different member of your team goes running off in totally the wrong direction. Would a small arrow have been too much to ask? Or a highlight on the shadow of the player in question?

To sum up, what you have is a fairly adequate footie game that will, unless you can master the pin-point scoring technique, quickly drive you to frustration. As for breaking new boundaries in N64 gaming, it doesn't, but then that wouldn't have mattered so much if the gameplay had been half-way decent.

As it is, I'd advise waiting for the UK version and hope they sort out the control system when (if) they convert it, and maybe then perhaps you'll be able to play with little versions of real British footballers, instead of loads of blokes you've never even heard of.



PLAY WITH THOSE WELL KNOWN JAPANESE TEAMS, LIKE YOKOHAMA MARINOS, AND, UM... VERDY VOMITS (OR SOMETHING LIKE THAT).

However, if you, like me, are frustrated with the rather low number of current N64 games and are willing to risk anything, then you can try the import version of *J-League Dynamite Soccer 64*. Who knows, you may even work out how to master the bloody aftertouch facility!

J-LEAGUE DYNAMITE SOCCER 64 WAS SUPPLIED BY THE VIDEO GAME CENTRE (01202) 527314.

R64

2nd opinion

FOOTBALL GAMES ARE ONE OF THE FEW GENRES THAT NEVER SEEM TO ACHIEVE ANYWHERE NEAR THEIR FULL POTENTIAL, AND *DYNAMITE SOCCER* IS PROOF THAT THERE'S A LONG WAY TO GO YET! THE TEAMS ARE FULL OF MIDGETS (SORRY, LITTLE PEOPLE) AND THE GAMEPLAY IS FAR FROM ADDICTIVE. THERE'S NO POINT IN COMPARING IT TO *ISS 64*, BECAUSE IT'S NOT EVEN ON THE SAME FIELD. **PAUL MORGAN**



IN TWO-PLAYER TEAM MODE, EACH PERSON CONTROLS FIXED TEAM MEMBERS, REPRESENTED BY COLOURED FLAGS ON THEIR HEADS.

	ビレッソ	アルトラース
支配率	69%	31%
シュート	0	0
コーナーキック	0	0
クロスキック	1	0
フリーキック	2	0
イロ-ガード	0	1
レッドガード	0	0
オフサイド	0	0

AT HALF-TIME YOU GET DONE FOR POSSESSION... ER, THAT IS TO SAY YOU GET A READ-OUT OF YOUR BALL POSSESSION AS A PERCENTAGE.

64 THE BOTTOM LINE

Controls



Alternatives

ISS 64: Konami (£64.99)

Reviewed: Issue 3, 91%

FIFA 64: Electronic Arts (£59.99)

Reviewed: Issue 2, 29%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

55%

Summing up:

LIKE A LOT OF THINGS LATELY, THIS HAD POTENTIAL - LET DOWN BY THAT PESKY GOAL SCORING PROBLEM.

51





GO AHEAD, SHOOT HIM, HE'S A TRAITOR AND HE SUPPORTS SHEFFIELD UNITED!



BOND SPOTTED BOYZONE AT THE DOOR, AND KNEW INSTANTLY WHAT HE MUST DO.

Ninfo



Publisher:
Developer:

Nintendo
Rare

Game Type: 3-D shoot-'em-up
Origin: UK

Release Date: November 7
Price: £59.99

You don't **THINK** this is the best **GAME** on the N64? For Q!

GOLDENEYE



THE FRENCH FRIGATE LA FAYETTE HAS BEEN TAKEN OVER BY TERRORISTS WITH BAD EYE MAKEUP.



THE BIG, BIG PROBLEM WITH *Goldeneye* is that it's too good. I'm supposed to sit here and come up with 800 words about a game which has already had the entire 'superlatives' bit from *Roget's*

Thesaurus lobbed at it! I suppose I could be original and slag it off, but seeing as *Goldeneye*'s easily the best game on the N64, even better than four-player *International Superstar Soccer*, that'd be pretty stupid.

Goldeneye puts you in the tuxedo and poncy hair of Pierce Brosnan, alias James Bond 007, licenced to kill and all that. If you didn't see the import review last issue (and why not?), then you should know that the

If *Goldeneye* was any more fun it'd be

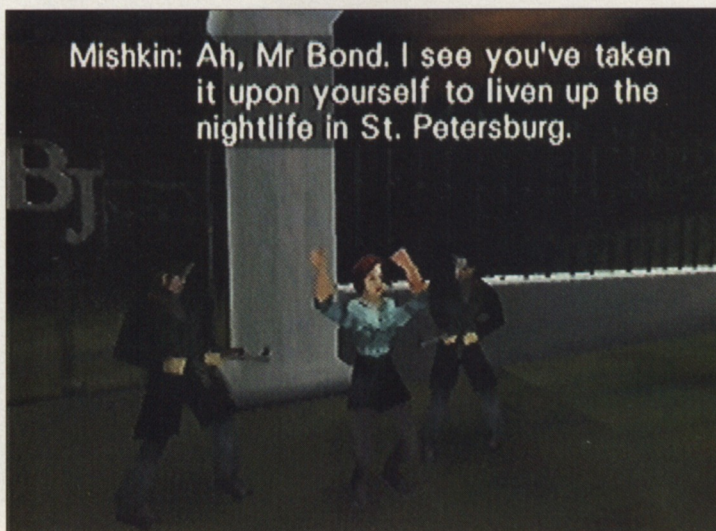
Memory Options

MEMORY:
FOUR SLOTS FOR LEVELS AND CHEATS
CONTROLLER PAK:
N/A



PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
BORDERS: NONE
SPEED: SAME AS NTSC!



"WITH A CLUB CALLED BJ'S, HOW COULD I REFUSE?"

plot of *Goldeneye* has Bond dividing his time between Russia, Monaco and Cuba, trying to stop deluded Sheffield United fan Sean Bean from firing a hijacked Soviet satellite weapon and melting every Pentium chip in Britain. Your N64 would go as well, so that's as good a reason as any to stop him!



BOND USED ONE OF Q'S GADGETS TO REDUCE XENIA TO THE SIZE OF AN INSECT.



"I MAY BE A NERD, BUT LOOK AT THE THICKNESS OF MY WEAPON!"



JUST A COUPLE OF THE MANY TIME-BASED CHEATS AVAILABLE.

YE

The game is a first-person shoot-'em-up, but comparisons with *Doom* and *Turok* more or less end there. *Goldeneye* is a massive step forward over anything else, from the long fog-free distances you can see to the

made illegal!

enemies, who don't just keep running at you until you blow their heads off but actually employ some grey matter (instead of splattering it over the walls). There are lots of different guns that Bond can use, but sometimes his survival depends on keeping his Walther PP7 firmly in its holster.



HAL THE COMPUTER LOOKS ON AS THE GUARD'S BAKED POTATO EXPLODES.

The Curse Of Bond

HAVE YOU EVER NOTICED THAT SINGERS AND BANDS WHO DO A THEME FOR A JAMES BOND FILM OFTEN GO DOWN THE TOILET SHORTLY AFTERWARDS?

PAUL MCCARTNEY AND WINGS

BEFORE *LIVE AND LET DIE* – THE BEATLES. AFTER *LIVE AND LET DIE* – 'MULL OF KINTYRE' AND 'THE FROG CHORUS'. IT'S THAT BLOODY VEGGIE WOMAN'S FAULT.

SHEENA EASTON

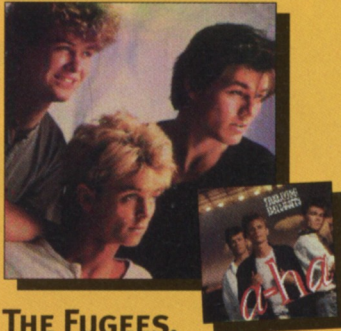
THE WEE LASSIE IS THE ONLY SINGER TO APPEAR IN THE OPENING CREDITS OF A BOND FILM (*FOR YOUR EYES ONLY*). AND THAT WAS THE LAST TIME ANYONE SAW HER.

DURAN DURAN

DID THE THEME TO *A VIEW TO A KILL*, WHICH WASN'T BAD AT ALL (THE SONG, NOT THE FILM). THEN THEY WENT THE SAME WAY AS SIMON LE BON'S BOAT.

A-HA

NUL POINTS FOR NORWAY AS MORTEN HARKET AND CO FADED AWAY JUST LIKE THE HEADLIGHTS THAT THEY SANG ABOUT FOR *THE LIVING DAYLIGHTS*.



THE FUGEES, BOYZONE, MARK MORRISON, PETER ANDRE

OKAY, SO WE'LL HAVE TO GO AND GET A KIA-ORA WHILE THE OPENING CREDITS ARE PLAYING. BUT WHEN WE GET BACK WITH THE BUTTERKIST, THEIR CAREERS WILL BE OVER!

Each of *Goldeneye*'s 18 standard missions is based closely on events from the film, beginning with Bond bungee-jumping off a dam and ending up duking it out with Mr Bean on the girders of a huge radio telescope. There's a lot of detail in each level, right down to drain covers and accurately modelled toilets, and you don't get any of the endless repetition of the same three wall textures that you got in *Turok*. It's not the most stunning-looking game on the N64 (that has to go to *Starfox*), but it's the most realistic by miles.

BOYS WITH TOYS

As far as playability goes, *Goldeneye* is about as close as you can get to perfection without having Cindy Crawford's bodyguards beat you up. It's bloody brilliant! The one-player game starts off nice and easy, with a couple of typical James Bond guards (bad eyesight and too much Horlicks) to take out, but very quickly becomes probably the most challenging game

on the N64. In the past, Nintendo's games have been a bit too easy, but *Goldeneye* is loaded with palpatating moments that keep on dragging you back for more.

As for the multi-player mode... let's just say that if you bring your mates round to play this, you'll never get rid of them! If it was any more fun, it'd be made illegal.

The bad news is that the digitised faces of some British videogame journalists, including 64 MAGAZINE's editor, that were meant to be going into this PAL release had to be taken out for legal reasons. This is a downer, because I was looking forward to gunning down Mr McDermott with an Uzi in revenge for him always changing my text. Still, you can't have everything.

If you ever had any doubts about the N64, *Goldeneye* is the game that will dismiss them for you. Nintendo will achieve world domination if they can put out a few more games like this, and they won't even need a white cat!

U64

2nd opinion

WHILST THE ONE-PLAYER MODE IS GREAT FUN, IT'S THE MULTI-PLAYER GAME THAT MAKES *GOLDENEYE* EXTRAORDINARY. THE LEVEL DESIGN, WEAPONRY AND SHEER WEALTH OF CUNNING TACTICS AVAILABLE TO DEMOLISH YOUR CHUMS WITH IS STUNNING AND FURTHER PROOF THAT RARE ARE IN A CLASS OF THEIR OWN. A PEERLESS CLASSIC. **MARK WYNNE**

64

magazine

UK UPDATE

Controls

L: Crosshairs
R: Crosshairs
B: Open doors
A: Switch weapons
C Up: Look up/stand + C Down: Look down/crouch + C Left: Sidestep left + C Right: Sidestep right
D-Pad: Look
Z: Fire/use item

Alternatives

Doom 64: GT Interactive (£59.99)
Reviewed: Issue 5, 81%
Shadows Of The Empire: Nintendo (£59.99)
Reviewed: Issue 1, 88%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



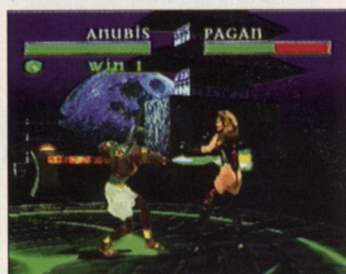
Overall

96

Summing up:
60 QUID? 30 PINTS. 480 FAGS.
GOLDENEYE. ONLY ONE WON'T SEND YOU TO AN EARLY GRAVE – GET IT NOW!



"AND IF YOU THINK THIS IS PAINFUL, WAIT UNTIL YOU SEE WHAT I'LL DO TO HAMBURLAR!"



AFTER FINDING THE LITTLE CARD STUCK IN THE PHONE BOX, ANUBIS KNEW HE WAS IN FOR AN INTERESTING NIGHT.



EACH CHARACTER HAS A FEW FLASHY SPECIAL MOVES TO CHOOSE FROM, LIKE CY-S'S EYE LASER.

Memory Options

MEMORY: N/A
CONTROLLER PAK: N/A



PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
BORDERS: SMALL
SPEED: SLIGHTLY DOWN ON NTSC



AS DOCTOR SMITH FROM *LOST IN SPACE*

would say, oh the pain, the pain. The pain of trying to find a really world-class beat-'em-up for the N64, that is. So far we've been landed with *Dark Rift*, a genuine supermodel (looks great, but not one for interesting conversation); *Mortal Kombat Trilogy*, the Cockerne barrow boy of fighting games (never mind the quality, feel the width!); and the E'd-up rave demon that is *Killer Instinct Gold*. This uninspiring trio is now joined in the UK by *War Gods*, and you know, the pain still hasn't gone away.

Plot time: magical green gunk, scattered through time, gives finders amazing powers, fight to the death, blah blah blah. Bringing together

characters from different time zones is always a feeble excuse showing a marked lack of imagination on the part of the designers (see 'The Rules Of The Game' this issue), but that's typical of *War Gods* as a whole. The characters are the most witless lot imaginable, apparently thought up by a gang of seven year olds after drinking a gallon of something with lots of sugar and E-numbers. "Jean-Claude Van Damme, he's brilliant! Let's have someone just like him! Only he can... shoot missiles from his arms!" "Great! And we'll have a voodoo witch doctor who rips out people's guts! And can... call up zombies to help him!" "Yeah! And a woman who looks like the ones in those magazines my dad keeps in his sock drawer!"



WAR

Another UNINSPIRING beat-'em-up... oh my GODS!

Ninfo

Publisher: GT Interactive	Game Type: Beat-'em-up	Release Date: October
Developer: Eurocom	Origin: Issue 3 (USA)	Price: £59.99



THE FINAL BOSS IS A MAN MADE OUT OF SLIME. NO, IT ISN'T JEFFREY ARCHER, IT'S THE LOVELY EXOR.

This tooth-rotting flurry of creativity would probably be just about bearable if the gameplay was above par, but unfortunately it isn't. If you've ever played any of the *Mortal Kombat* games, *War Gods* will seem very

It's far too clumsy and uninvolved



THINGS TURNED NASTY WHEN THE CHRISTMAS DECORATIONS WERE TRAMPLED UNDERFOOT.

familiar because it works in more or less the same way. The problem with this is that *Mortal Kombat* was never as smooth-flowing an experience as it could have been, so *War Gods* also suffers from a similarly stuttering sensation.



BLOOD, BLOOD AND MORE BLOOD! TAK TREATS KABUKI JO TO AN IMPROMPTU ROOT CANAL.

GODS

War Gods



SOME FATALITIES ARE MORE ENVIRONMENTALLY UNFRIENDLY THAN OTHERS. MAYBE WARHEAD IS FRENCH!

TAKE YOUR BRAIN TO A DUMBER DIMENSION

Although *War Gods* takes advantage of the third dimension quite well as far as looks go, the game itself practically ignores it. If you take the time and trouble, you can reconfigure the controller so you call roll left and right (a useful trick), but otherwise you actually have to hold down a special button just to move sideways. While you're doing this, of course, even Dale Winton could land a punch on you!

The best thing about the game is its looks, because despite the basic daftness of most of the characters, they do look quite good against the vivid backgrounds. They're not quite so good when they're moving though, all stiff joints and tiny, mincing steps. This stiffness extends to the animation of their kicks and punches, making combat a totally lifeless affair. The special moves are briefly amusing, as are the fatalities, but each fighter can only manage one gory (and ridiculous) end move. The seven year olds' bladders must have



AH, THE OLD GHOSTLY SNAKE UP THE SLEEVE TRICK. VERY AMUSING. GET YOUR HAIR CUT, HIPPIE!



MCDONALD'S POLICY ON HAIR NETS WAS GETTING OUT OF HAND!

given out by that point.

War Gods doesn't deliver what it promises because it's far too clumsy and uninvolved. It's more fun to play than *Dark Rift*, but not much. Time for all N64-owning beat-'em-up fans to concentrate really hard and send a message to Capcom saying "Street Fighter for Nintendo... now!"

As for Kabuki Jo... what the hell is his problem?

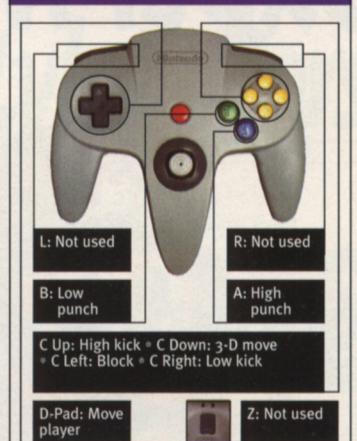


2nd opinion

WHAT A LOAD OF OLD CACK! I THOUGHT THE N64 WAS SUPPOSED TO BE A WORLD-BEATING SUPERMACHINE, BUT *WAR GODS* IS JUST AS BAD ON NINTENDO AS IT WAS ON THE PLAYSTATION. ALL THE CHARACTERS ARE TOTALLY IDIOTIC, AND THE FIGHTING IS REALLY STIFF AND BORING. YOU'D PROBABLY HAVE A BETTER TIME GETTING INTO A REAL FIGHT OUTSIDE A PUB ON FRIDAY NIGHT! RYAN BUTT



WAR GODS DOESN'T HAVE RING-OUTS - THE FIGHTERS JUST STOP AGAINST AN INVISIBLE WALL.



Alternatives

Killer Instinct Gold: Nintendo, £54.99
Reviewed: Issue 3 (75%)
Dark Rift: Vic Tokai (import)
Reviewed: Issue 4 (60%)

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

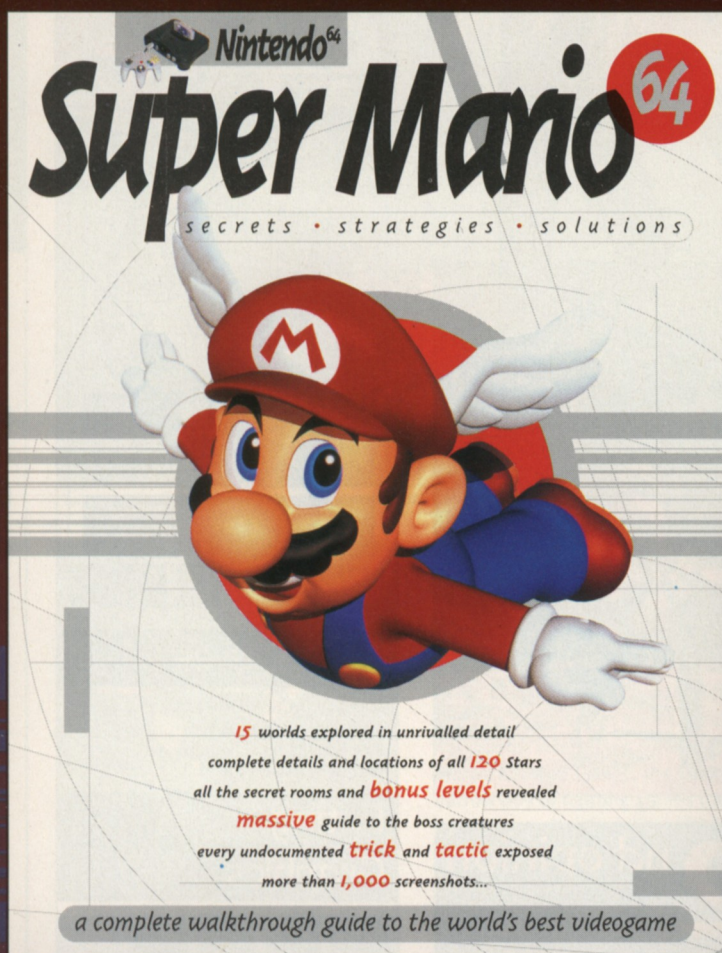
59%

Summing up:
LIKE FIGHTING WITH THUNDERBIRDS PUPPETS, ONLY NOT AS MUCH FUN!

55



The Best Guides For The B

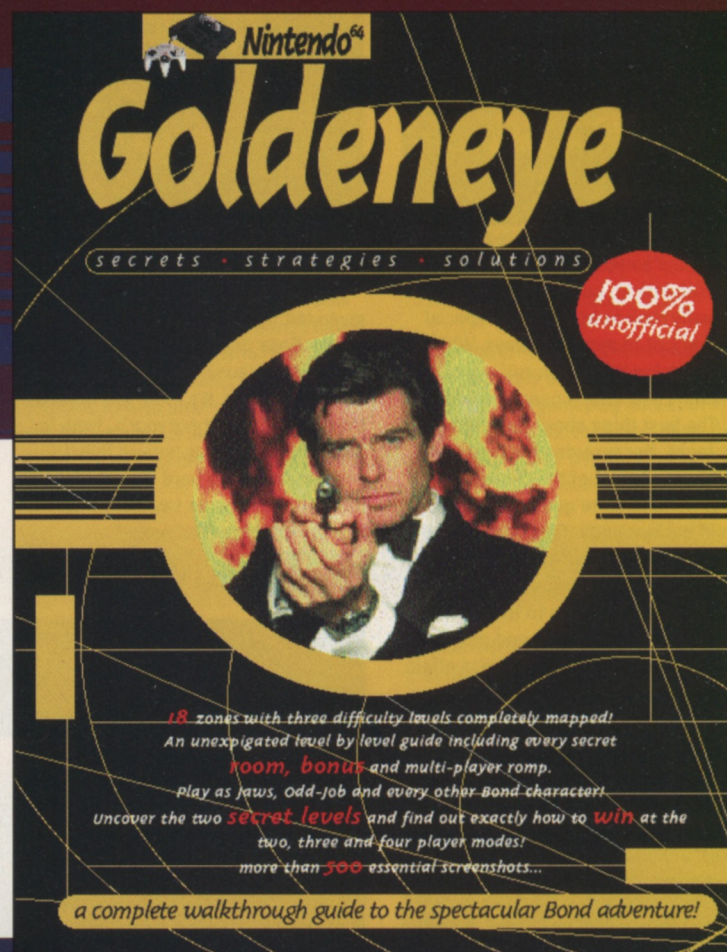


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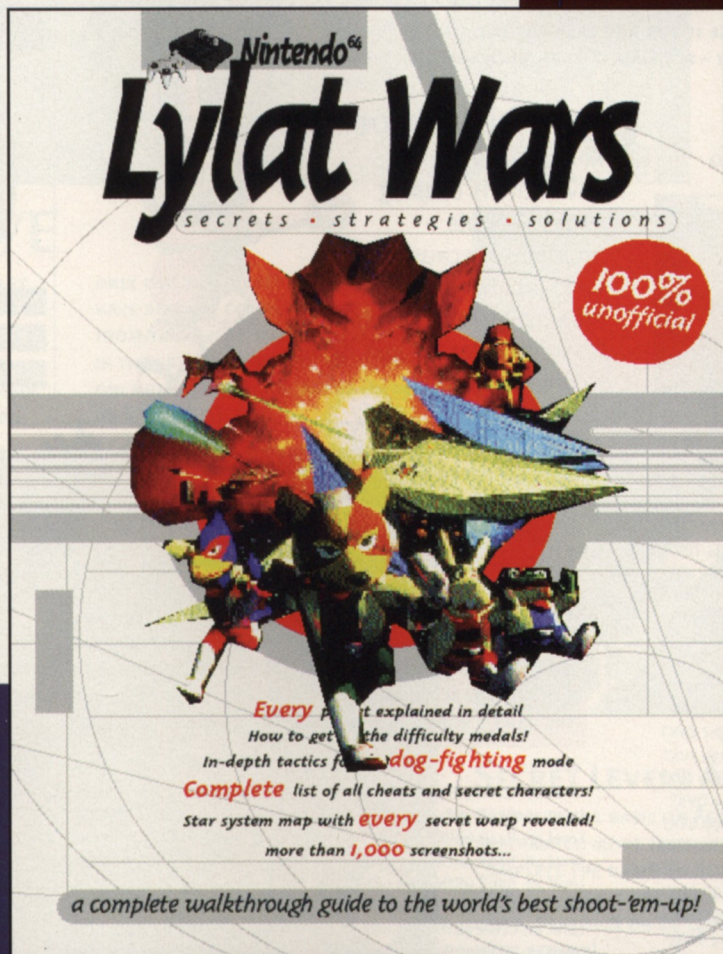
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64 CHEAT + CENTRAL

magazine

KEEP ON HANGIN' ON! STILL NOT THE WORLD'S FATTEST BUNCH OF CHEATS AND CODES, BUT ONCE THE PRE-CHRISTMAS RUSH STARTS, EXPECT THE CENTRAL TO SWELL OUT LIKE MARLON BRANDO. HOPEFULLY, THIS ISSUE'S FREE 64 SOLUTIONS BOOK SHOULD KEEP YOU HAPPY - DON'T FORGET TO BUY 64 SOLUTIONS MAGAZINE ITSELF (IT'S OUT NOW), AND DON'T MISTAKE IT FOR ANY CRAP-ASS IMITATIONS! ONLY 64 SOLUTIONS COMES FROM THE MAKERS OF 64 MAGAZINE - IT'S YOUR GUARANTEE OF QUALITY.

60 GOLDENEYE

We begin our complete mapped solution to Nintendo's latest epic this month with the first five levels. Everything you need to know is here, for your eyes only...

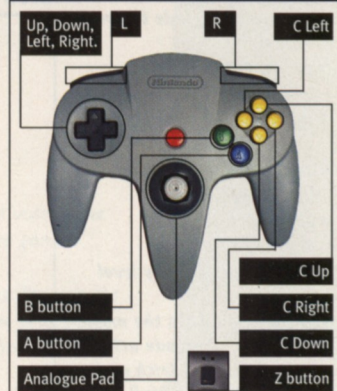


70 GANBARE GOEMON

Konami's weird adventure is causing a lot of people problems, because it's all in Japanese! Luckily our man with two Japanese lessons under his belt is here to help you out.



Pad at a glance



DOOM 64

LEVEL CODES

It's out in the UK at last, so in the interests of completeness here are all the level codes you'll ever need!

BE GENTLE!

Level 02: CDP8 9BJ2 68ZT SVK?
Level 03: CXM8 9BJY 681T JVK?
Level 04: DDK8 9BJT 683S VVK?
Level 05: DXH8 9BJP 685S 1VK?
Level 06: FDF8 9BJK 687S SVK?
Level 07: FXC8 9BJF 689S JVK?
Level 08: GD78 9BC7 69BR ?BK?
Level 09: GX88 9BC6 69DR 2VK?
Level 10: HD68 9BC2 69GR TBK?
Level 11: HX48 9BCY 69JR KBK?
Level 12: JD28 9BCT 69LQ ?BK?
Level 13: JX08 9BCP 69NQ 2BK?
Level 14: KDY8 9BCK 69QQ TBK?
Level 15: KXW8 9BCF 69SQ KBK?
Level 16: LFT8 9BB7 69VP ?VK?
Level 17: LYR8 9BB6 69XP 2VK?
Level 18: MFP8 9BB2 69ZP TVK?
Level 19: MYM8 9BBY 691P VVK?
Level 20: NFK8 9BBT 693N ?VK?
Level 21: NYH8 9BBP 695N 2VK?
Level 22: PFF8 9BBK 697N TVK?
Level 23: PYC8 9BBF 699N VVK?

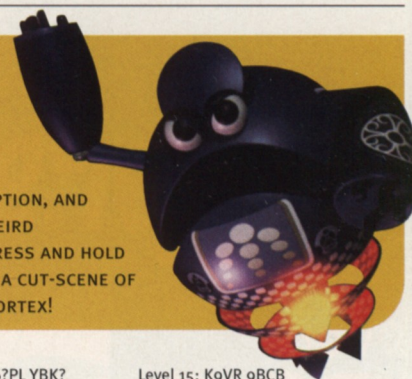
Level 24: QF78 9BF7 67BM ?BK?
Level 25: QY88 9BF6 67DM 2BK?
Level 26: RF68 9BF2 67GM TBK?
Level 27: RY48 9BFY 67JM KBK?
Level 28: SF28 9BFT 67LL ?BK?
Level 29: SY08 9BFP 67NL 2BK?
Level 30: TFY8 9BFK 67QL TBK?
Level 31: TYW8 9BFF 67SL KBK?
Level 32: VBT8 9BD7 67VK 9VK?

BRING IT ON!

Level 02: CJPR 9BJ1 68Z7 QVK?
Level 03: C1MR 9BJX 6817 GVK?
Level 04: DJKR 9BJS 6839 7VK?
Level 05: D1HR 9BJN 6859 ZVK?
Level 06: FJFR 9BJJ 6879 QVK?
Level 07: F1CR 9BJD 6899 GVK?
Level 08: GJ7R 9BC9 69B8 8BK?
Level 09: G18R 9BC5 69D8 0BK?
Level 10: HJ6R 9BC1 69G8 RBK?
Level 11: H14R 9BCX 69J8 HBK?
Level 12: JJ2R 9BCS 69L7 8BK?
Level 13: J10R 9BCN 69N7 0BK?
Level 14: KJYR 9BCJ 69Q7 RBK?
Level 15: K1WR 9BCD 69S7 HBK?
Level 16: LKTR 9BB9 69V6 8VK?
Level 17: L2RR 9BB5 69X6 0VK?
Level 18: MKPR 9BB1 69Z6 RVK?
Level 19: M2MR 9BBX 6916 HVK?
Level 20: NKKR 9BBS 6935 8VK?
Level 21: N2HR 9BBN 6955 0VK?
Level 22: PKFR 9BBJ 6975 RVK?
Level 23: P2CR 9BBD 6995 HVK?
Level 24: QK7R 9BF9 67B4 8BK?

TETRISPHERE VORTEX STRANGENESS

ANOTHER ONE OF THOSE WEIRD LITTLE THINGS THAT AREN'T EXACTLY CHEATS, BUT STILL PROVIDE SOME AMUSEMENT. FIRST OF ALL, GO TO THE 'NEW NAME' OPTION, AND PRESS L, C RIGHT AND C DOWN TO BRING UP SOME WEIRD CHARACTERS. THEN ENTER THE NAME VORTEX, AND PRESS AND HOLD THE N64'S RESET BUTTON FOR FOUR SECONDS TO SEE A CUT-SCENE OF THE GAME'S ROBOTS BEING SUCKED INTO - YES! - A VORTEX!



Level 25: Q28R 9BF5 67D4 0BK?
Level 26: RK6R 9BF1 67G4 RBK?
Level 27: R24R 9BFX 67J4 HBK?
Level 28: SK2R 9BFS 67L3 8BK?
Level 29: S20R 9BFN 67N3 0BK?
Level 30: TKYR 9BFJ 67Q3 RBK?
Level 31: T2WR 9BFD 67S3 HBK?
Level 32: VGTR 9BD9 67V2 7VK?

Level 29: S6Z8 9BFM 67PL YBK?
Level 30: TPX8 9BFH 67RL PBK?
Level 31: T6V8 9BFC 67TL FBK?
Level 32: VLS8 9BD8 67WK 5VK?

WATCH ME DIE!

Level 02: CSNR 9BJZ 6807 LVK?
Level 03: C9LR 9BJV 6827 BVK?
Level 04: DSJR 9BJQ 6849 3VK?
Level 05: D9GR 9BJL 6869 VVK?
Level 06: FSDR 9BJG 6889 LVK?
Level 07: F9BR 9BJB 6897 BVK?
Level 08: G59R 9BC7 69C8 4BK?
Level 09: G97R 9BC3 69F8 WVK?
Level 10: HS5R 9BCZ 69H8 MBK?
Level 11: H93R 9BCV 69K8 CBK?
Level 12: JS1R 9BCQ 69M7 4BK?
Level 13: J9ZR 9BCL 69P7 WVK?
Level 14: KSXR 9BCG 69R7 MBK?

Level 15: K9VR 9BCB 69T7 CBK?
Level 16: LTSR 9BB7 69W6 4VK?
Level 17: L7QR 9BB3 69Y6 WVK?
Level 18: MTNR 9BBZ 6906 MVK?
Level 19: M7LR 9BBV 6926 CVK?
Level 20: NTJR 9BBQ 6945 4VK?
Level 21: N7GR 9BBL 6965 WVK?
Level 22: PTDR 9BBG 6985 MVK?
Level 23: P7BR 9BBB 6975 CVK?
Level 24: QT9R 9BF7 67C4 4BK?
Level 25: Q77R 9BF3 67F4 WVK?
Level 26: RT5R 9BFZ 67H4 MBK?
Level 27: R73R 9BFV 67K4 CBK?
Level 28: ST1R 9BFQ 67M3 4BK?
Level 29: S7ZR 9BFL 67P3 WVK?
Level 30: TTXR 9BFG 67R3 MBK?
Level 31: T7VR 9BFB 67T3 CBK?
Level 32: VQSR 9BD7 67W2 3VK?

I OWN DOOM!

Level 02: CNN8 9BJ0 680T NVK?
Level 03: C5L8 9BJW 682T DVK?
Level 04: DNJ8 9BJR 684S 5VK?
Level 05: D5G8 9BJM 686S VVK?
Level 06: FND8 9BJH 688S NVK?
Level 07: F5B8 9BJC 687S DVK?
Level 08: GN98 9BC8 69CR 6BK?
Level 09: G578 9BC4 69FR YBK?
Level 10: HN58 9BC0 69HR PBK?
Level 11: H538 9BCW 69KR FBK?
Level 12: JN18 9BCR 69MQ 6BK?
Level 13: J5Z8 9BCM 69PQ YBK?
Level 14: KNX8 9BCH 69RQ PBK?
Level 15: K5V8 9BCC 69TQ FBK?
Level 16: LP58 9BB8 69WP 6VK?
Level 17: L6Q8 9BB4 69YP YVK?
Level 18: MPN8 9BB0 690P PVK?
Level 19: M6L8 9BBW 692P FVK?
Level 20: NPJ8 9BBR 694N 6VK?
Level 21: N6G8 9BBM 696N YVK?
Level 22: PPD8 9BBH 698N PVK?
Level 23: P6B8 9BBC 697N FVK?
Level 24: QP98 9BF8 67CM 6BK?
Level 25: Q678 9BF4 67FM YBK?
Level 26: RP58 9BF0 67HM PBK?
Level 27: R638 9BFW 67KM FBK?
Level 28: SP18 9BFR 67ML 6BK?





GOLDENEYE

LOVERS OF DOING THINGS THE EASY WAY ARE GOING TO BE DISAPPOINTED — THERE ARE NO PUSH-BUTTON CHEATS FOR *GOLDENEYE*, AS YOU HAVE TO COMPLETING CERTAIN LEVELS WITHIN TIGHT TIME LIMITS. ALSO, YOU CAN

ONLY USE THE CHEATS ON LEVELS YOU HAVE ALREADY COMPLETED (PICK THEM FROM THE 'CHEAT' MENU). DIFFICULTY IS THE SETTING YOU MUST BE PLAYING ON: AGENT (A), SECRET AGENT (SA) OR 00 AGENT (00).



SECRET LEVELS AND CHARACTERS

COMPLETE THE GAME ON AGENT LEVEL TO ACCESS THE SECRET CHARACTERS IN DEATHMATCH MODE (INCLUDING JAWS, MAYDAY, ODDJOB AND BARON SAMEDI). COMPLETE THE GAME ON SECRET AGENT LEVEL TO OPEN UP THE HIDDEN AZTEC LEVEL. COMPLETE THE GAME ON 00 AGENT LEVEL TO OPEN UP THE EGYPTIAN CRYPT LEVEL. BEAT THIS ON 00 LEVEL TO ACCESS THE 007 MODE, WHICH INCLUDES A LEVEL EDITOR!

ALSO, ONCE THE BUNKER 2, ARCHIVE AND CAVERNS LEVELS HAVE BEEN BEATEN IN AGENT MODE, THEY WILL BECOME ACCESSIBLE IN MULTIPLAYER GAMES.

EXTRA WEAPONS

BEAT THE FINAL MISSION (INCLUDING THE SECRET LEVELS) ON EACH OF THE DIFFICULTY LEVELS TO RECEIVE A PERMANENT NEW WEAPON.

AGENT: Cougar Magnum

SECRET AGENT: Moonraker laser

00 AGENT: Golden Gun



LEVEL	CHEAT	DIFFICULTY	TIME
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00

GOLDENEYE

The **BEST** game on the N64, bar **NONE!** The **MASSIVE** solution starts **HERE!**

PART 1: BYELOMORYE DAM

SECRET AGENT & OO AGENT

Before you jump from the dam, neutralise all alarms. The alarms are bright red bells, and are positioned in various parts of the complex. You will need to shoot them until they explode. The first is on the wall by the sliding chain link gate, and you'll need to kill the guard who tries to set it off. The other three alarms are in the guard towers on the dam. To get to them, walk through the doors on the dam level (ie, don't go up the ladder or down the stairs). They are on the wall inside.

OO AGENT

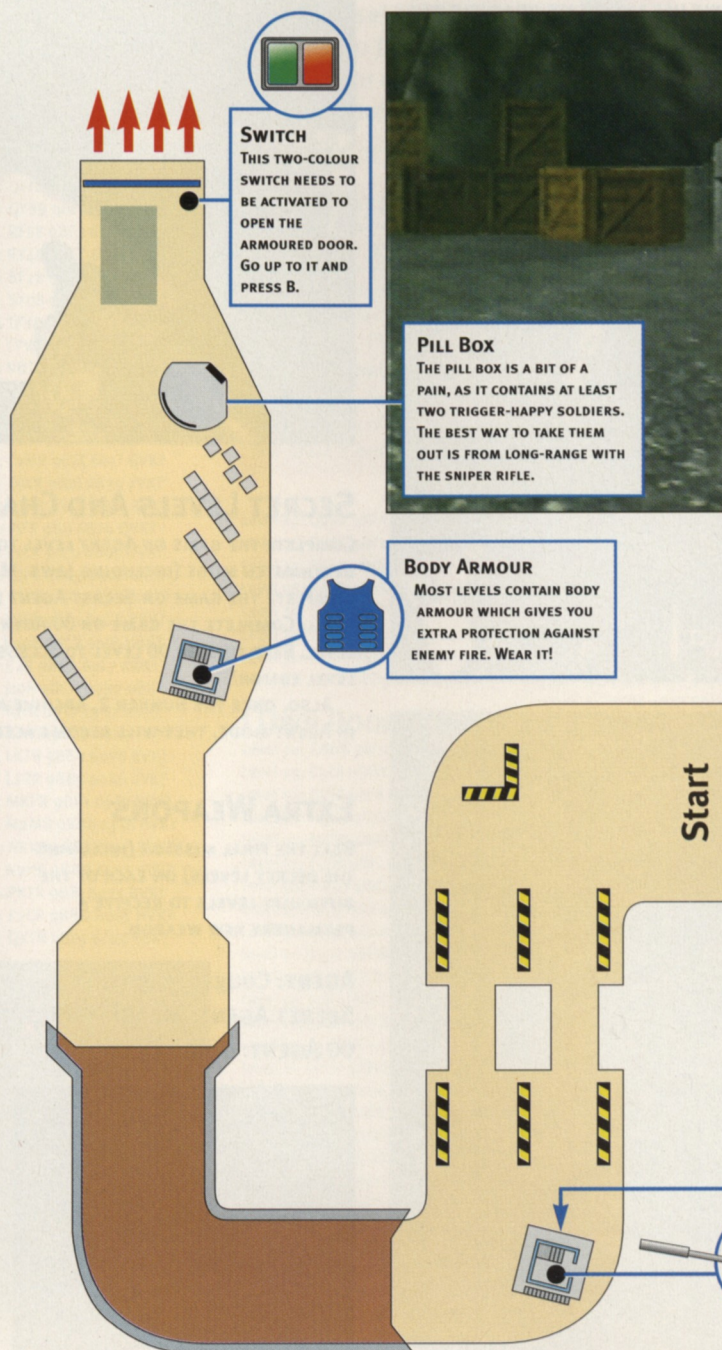
You need to install a covert modem. Do this using the communications uplink which is on a wall, behind some crates, just past the sliding chain link gate.

OO AGENT

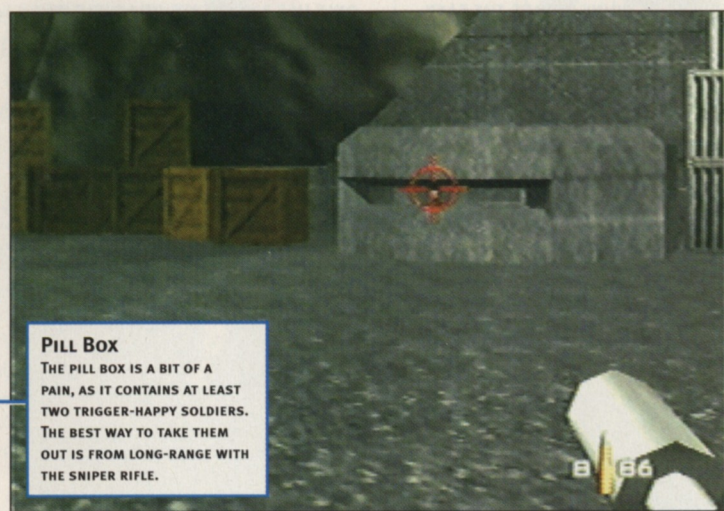
Initiate a data backup. Enter the ops room, which can be reached by going down through the first guard tower on the dam and then right and through the vertically-sliding door. Kill the guards and use the computer to initiate a backup.

AGENT, SECRET AGENT & OO AGENT

Bungee jump from the platform. Pretty self-explanatory this. You need to make your way to the dam, and then jump from the platform which is situated half-way along the dam on the left-hand side (as you walk onto it).

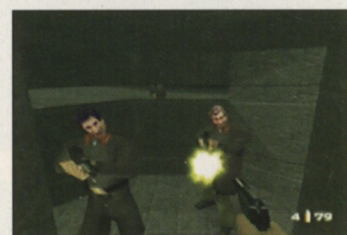


SWITCH
THIS TWO-COLOUR SWITCH NEEDS TO BE ACTIVATED TO OPEN THE ARMoured DOOR. GO UP TO IT AND PRESS B.



PILL BOX
THE PILL BOX IS A BIT OF A PAIN, AS IT CONTAINS AT LEAST TWO TRIGGER-HAPPY SOLDIERS. THE BEST WAY TO TAKE THEM OUT IS FROM LONG-RANGE WITH THE SNIPER RIFLE.

BODY ARMOUR
MOST LEVELS CONTAIN BODY ARMOUR WHICH GIVES YOU EXTRA PROTECTION AGAINST ENEMY FIRE. WEAR IT!



GUARD TOWERS
IT IS WORTH EXPLORING THE FIRST TWO GUARD TOWERS ON THIS LEVEL, AS THEY BOTH CONTAIN EXTREMELY USEFUL ITEMS THAT WILL MAKE YOUR LIFE THAT MUCH EASIER.

SNIPER RIFLE
THE SNIPER RIFLE LETS YOU TO PICK OFF THE ENEMY AT LONG RANGE. ZOOM IN WITH THE R BUTTON, AND ZOOM EVEN MORE WITH THE UP-C BUTTON.

Goldeneye



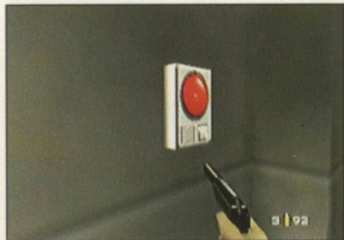
PADLOCK

A PADLOCK, AND YOU'VE NO KEY! TARGET THE LOCK WITH WHICHEVER WEAPON YOU HAVE TO HAND AND BLOW IT TO BITS!



ALARM BELL

THE ALARM BELLS ARE SET OFF MANUALLY OR AUTOMATICALLY (IF YOU'RE CAUGHT ON CAMERA). TAKE THEM OUT ALONG WITH ANYONE WHO TRIES TO SET THEM OFF.



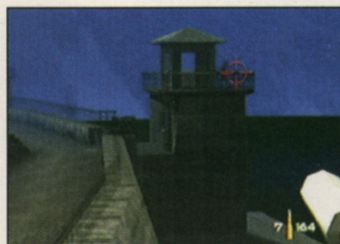
COMMUNICATIONS UPLINK

THE COMMUNICATIONS UPLINK IS HIDDEN BEHIND SOME CRATES JUST PAST THE CHAIN-LINK GATE. USE IT TO INSTALL THE COVERT MODEM.



WATCH TOWER

THE DAM WATCHTOWERS HAVE SENTRIES ON TOP. IF YOU'VE PICKED UP THE SNIPER RIFLE, YOU CAN PICK OFF THE SENTRIES WITHOUT THEM EVER SEEING YOU.



BENEATH DAM

OPERATIONS COMPUTER

THE COMPUTERS IN THE OPS ROOMS ARE PROTECTED BY AT LEAST FOUR GUARDS, ONE OF WHOM HIDES BEHIND THE COMPUTERS THEMSELVES - DON'T DESTROY THEM!



PART 2:

CHEMICAL WARFARE FACILITY 2

CLEARANCE A CARD

CLEARANCE A KEYCARD IS OBTAINED FROM THE SCIENTIST WHO HIDES IN THE TOILET. IT OPENS ALL THE DOORS THAT YOU WOULD OTHERWISE NEED THE CONSOLES FOR.



START

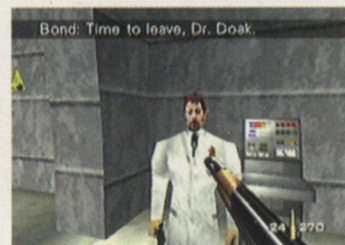
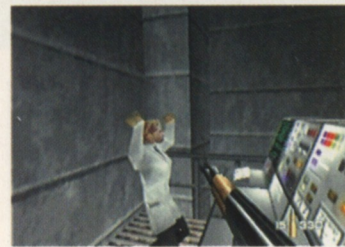
CONSOLES

SOME OF THE DOORS ARE OPENED VIA THE SECURITY CONSOLES. THEY STAY OPEN A SHORT TIME, SO MOVE FAST. (ALTERNATIVELY, JUST GET THE CLEARANCE A KEYCARD).



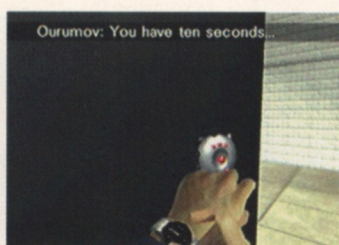
CLEARANCE B CARD

CLEARANCE B KEYCARD IS DROPPED WHEN YOU KILL THE GUARD HERE. IT WILL OPEN CERTAIN SECURITY DOORS.



DR DOAK

DR DOAK IS YOUR DOUBLE AGENT CONTACT, WHO HOLDS THE KEY TO THE BOTTLING ROOM. HE CAN BE FOUND WHEREVER THERE ARE SCIENTISTS (HE MOVES IN EACH NEW GAME).

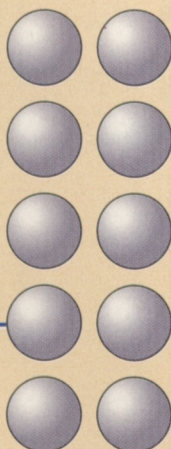


006

006 WAITS FOR YOU IN THE BOTTLING ROOM. IT IS ADVISABLE TO PLANT AS MANY MINES AS POSSIBLE BEFORE YOU MEET HIM, BECAUSE WHEN YOU DO, PRACTICALLY THE ENTIRE RUSSIAN ARMY APPEARS!

PLACING MINES

THE TANKS IN THE BOTTLING ROOM NEED TO BE DESTROYED. PLACE ONE REMOTE MINE FOR EACH PAIR, THEN STAND WELL BACK BEFORE YOU BLOW THEM WITH YOUR WATCH. THEN RUN FOR IT!



AGENT, SECRET AGENT & OO AGENT

Minimise scientist casualties. Easy this: just don't shoot them! Watch out for guards who might dress in lab coats (they probably won't appear on the Agent difficulty level).

SECRET AGENT & OO AGENT

To enter the bottling room, you must first **contact the double agent**. He is one of the scientists (called Doctor Doak) who will give you the key to the bottling room door. He appears in various different places, so you'll just have to search all the scientists you meet until you find him (you'll know when you do, because he's the only one who doesn't stick up his hands and cower like the others – apart from the disguised guards, that is). Plus he's got a chin-glove.

AGENT, SECRET AGENT & OO AGENT

Gain entry to lab area. To do this, either use the remote consoles, or capture the two security keycards. One is held by the guard marked on the map, the other can be gained from the scientist who can later be found in the toilets where you started.

AGENT, SECRET AGENT & OO AGENT

Rendezvous with 006. He will be waiting in the bottling room; just go up to him (following which, all hell will break loose).

Destroy the tanks in bottling room. For this, use the remote mines, planting them on the inner side of one of each of the five pairs of tanks.



PART 3:

RUNWAY, CHEMICAL FACILITY 2



AMMO
AMMO OF ALL KINDS CAN BE FOUND IN VARIOUS PLACES, USUALLY IT'S KEPT IN UNMARKED GREEN CRATES.



TIMED MINES
THE TIMED MINED ARE USEFUL LITTLE ITEMS. THEY ATTACH THEMSELVES TO PRETTY MUCH ANY SURFACE. IN THE TRADITION OF FIREWORKS, LIGHT THE RED TOUCH PAPER, AND STAND WELL BACK!

TANK
NOW THIS IS A REAL WEAPON! CLIMB ABOARD THE TANK FOR MORE FIREPOWER, AND THE ABILITY TO RUN OVER PEOPLE! CAREFUL THOUGH, AS IT DOESN'T HANDLE WELL AT HIGH SPEED ON SNOW.

PLANE IGNITION KEY
THE PLANE IGNITION KEY IS NEEDED TO START UP THE PLANE. YOU'LL FIND IT ON A TABLE GUARDED BY TWO SOLDIERS. THE KEY IS INDESTRUCTIBLE, SO... GRENADES ANYONE?



AGENT, SECRET AGENT AND OO AGENT

Find the plane ignition key. It's in a building on the left of the runway, protected by two guards. The easiest way to take care of them is to chuck a grenade around the corner.

SECRET AGENT & OO AGENT

Before entering plane, eliminate the missile battery. It's on the right hand-side of the runway, near the plane. Use timed mines, grenades or the tank (bottom right on the map) – but be careful not to run over the plane with it!

OO AGENT

You'll need to **destroy the heavy gun emplacements** before you can take off. These are at the end of the runway, on both sides. As with the missile battery, use mines, grenades or the tank – the latter is recommended as it moves faster, provides some degree of protection, and has better range than the mines and grenades (plus you can run people over!)

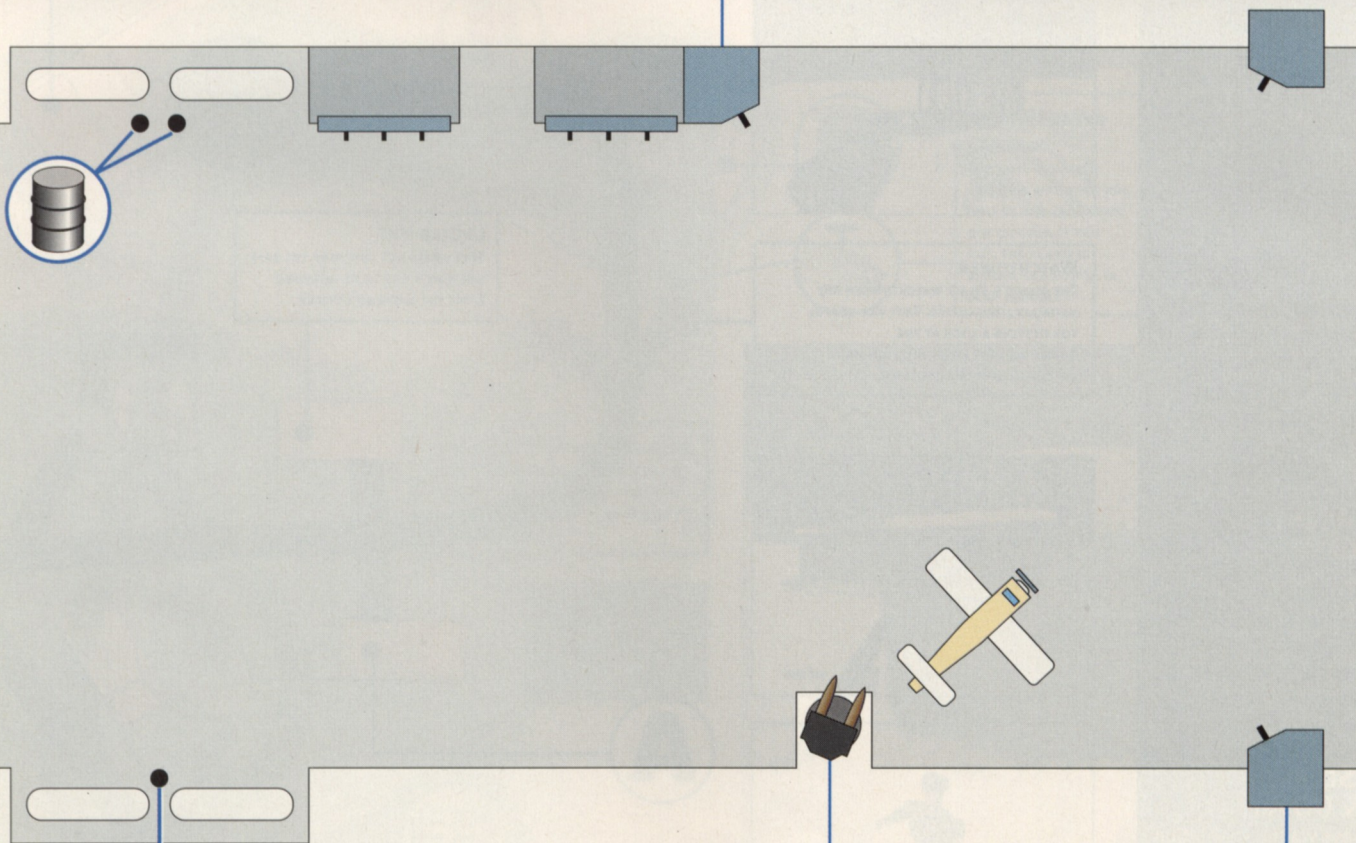
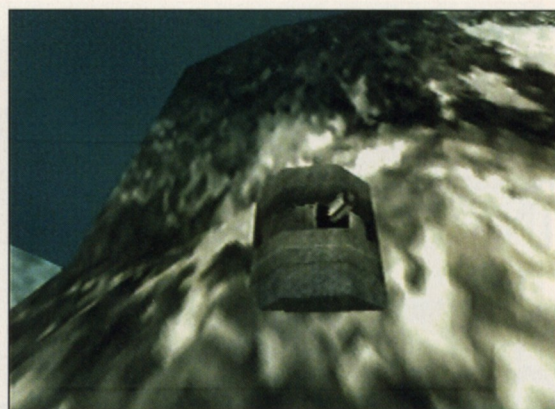
AGENT, SECRET AGENT AND OO AGENT

Escape in plane. Need we say more? Walk up to the plane (down the runway, on right) and get in!





HEAVY MACHINE GUN
THE BUNKER ON THE LEFT-HAND SIDE CONTAINS A HUGE MACHINE GUN. ALTHOUGH NOT VITAL TO THE MISSION'S SUCCESS, IF YOU DON'T DESTROY IT, IT WILL DESTROY YOU!



BARRELS

DOTTED AROUND THE PLACE YOU WILL SEE BARRELS. A FEW WELL-PLACED SHOTS WILL CAUSE THESE TO EXPLODE, TAKING OUT ANY SOLDIERS UNFORTUNATE ENOUGH TO BE NEAR THEM.



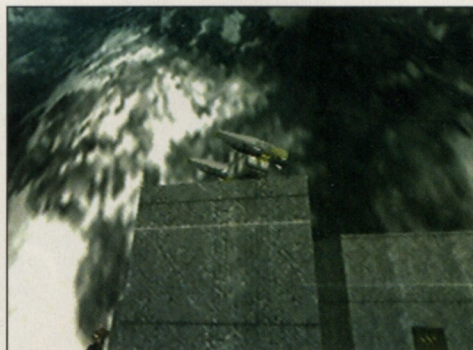
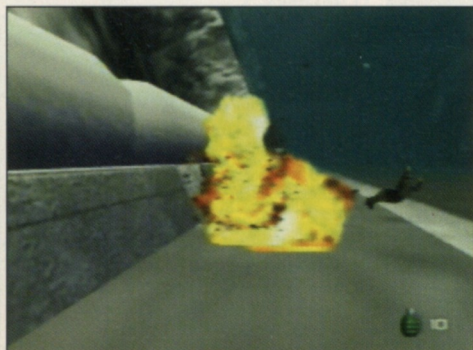
MISSILE LAUNCHER

ON SECRET AGENT LEVEL, THE MISSILE LAUNCHER MUST BE DESTROYED BEFORE THE PLANE TAKES OFF. JUST LOB A FEW GRENADES AT IT.



HEAVY GUNS

AT THE FAR END OF THE RUNWAY ARE TWO HEAVY GUNS BUILT INTO THE CLIFF WALLS. TAKE THEM OUT ON 00 LEVEL, OR YOUR PLANE RIDE WILL BE A VERY SHORT ONE.



MISSION 2:

SEVERNAYA, USSR

PART 1:

INSTALLATION

AGENT, SECRET AGENT & OO AGENT

Power down the communications dish. You will need to use the console in the satellite building – go up to it and press B to deactivate the computer, making sure *not* to destroy it. This merely activates the auxiliary system, meaning you fail the mission. Really, 007!

SECRET AGENT & OO AGENT

Obtain safe key. To get this, first kill the Siberian Special Forces officer in the small hut, get the key (and the grenade launcher if you want), then use the key to open the locked hut and get the safe key.

SECRET AGENT & OO AGENT

Steal the building plans. These are in a safe in one of the two huts surrounded by a chain link fence near the observatory. The hut and safe keys will allow you access.

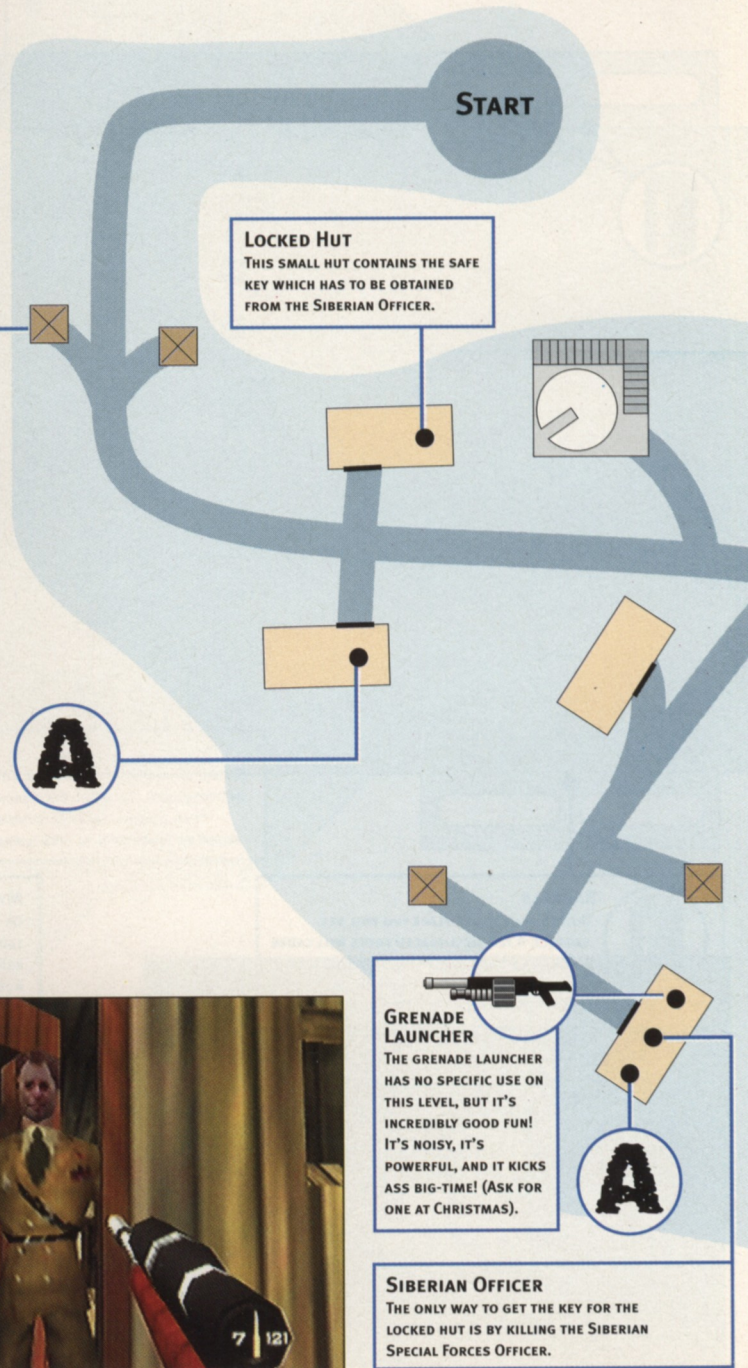
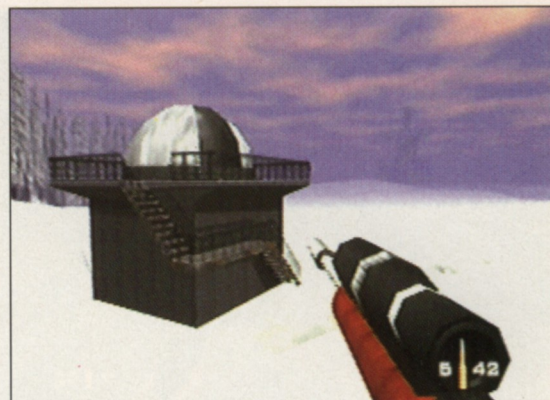
AGENT, SECRET AGENT & OO AGENT

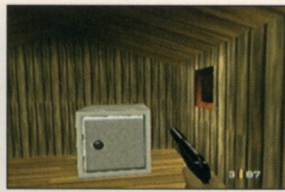
Enter the base via the ventilation tower. Easy – make your way to it, climb on top, shoot the locks on the gate and drop down into the base.



WATCHTOWER

THE GUARD'S SMALL WATCHTOWERS ARE USUALLY UNOCCUPIED. THEY ARE USEFUL FOR GETTING A LOOK AT THE SURROUNDING LANDSCAPE, AND MAKE EXCELLENT SNIPER POSITIONS.





SAFE

ONCE YOU HAVE THE SAFE KEY, YOU WILL BE ABLE TO GET THE BUILDING PLANS FROM THE FENCED COMPOUND (ALTHOUGH YOU'D THINK BOND COULD'VE PICKED THE LOCK!)



WALL MOUNTED CAMERAS

THE WALL-MOUNTED CAMERAS WILL SPOT YOU UNLESS YOU TAKE THEM OUT QUICKLY. IF YOU FAIL, THE ALARM IS RAISED, AND YOU'RE IN DEEP TROUBLE.



PART 2:

SATELLITE CONTROL BUNKER

SECRET AGENT & OO AGENT

Disrupt all surveillance equipment. Basically, this means shoot out the cameras before someone notices you. Although you need not do this to finish the Agent level, if you don't take out the cameras, eventually the alarms will go off, and you'll get a never-ending stream of elite soldiers who will seriously hamper your efforts to complete the mission.

AGENT, SECRET AGENT & OO AGENT

Copy Goldeneye key and leave original. Simply find the key (on a table in the map room), use the copying device from Q, and discard the original (just press the trigger once you've copied the key).

AGENT, SECRET AGENT & OO AGENT

Photograph main video screen. Go into the large room with the eye on one side and the map on the other, and photograph the map, using the camera you start the mission with.

OO AGENT

Get someone to activate the computer. To do this, find Boris, the software expert (the only one on this level without a gun – he's usually in the map room) and approach him without your gun so that he will take you to the mainframe and deactivate the security systems. It is important to note that the mainframe is in the hexagonal room at the bottom of the map, and contains several guards, so take them out first, without destroying the mainframe, before you approach Boris.

OO AGENT

Download data from computer. Self-explanatory – use Q's device.

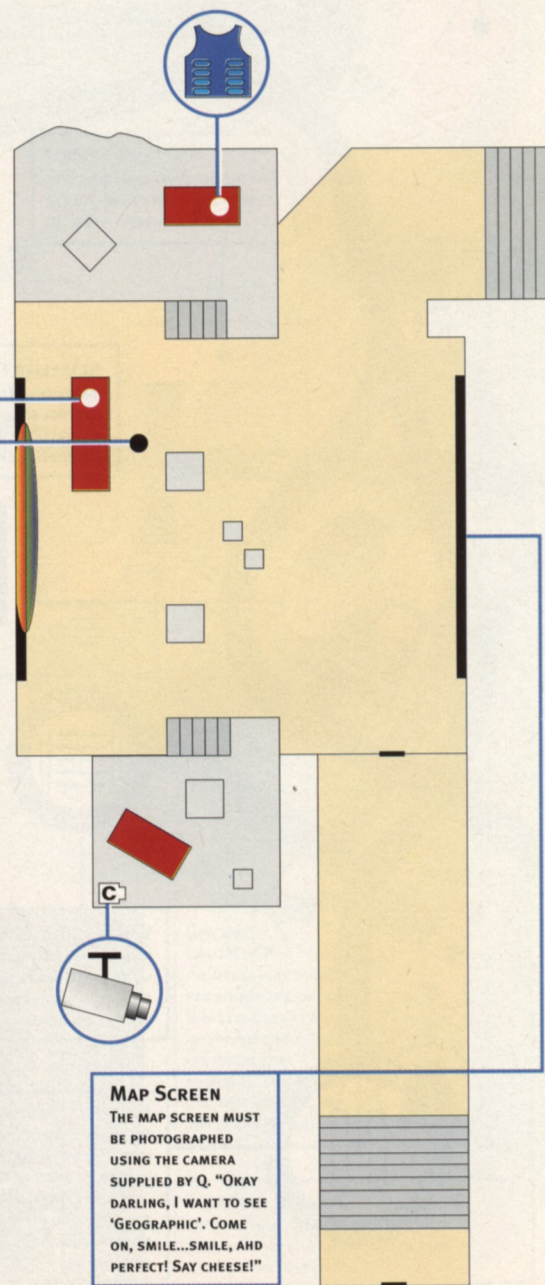


BORIS

SOFTWARE EXPERT BORIS IS PLAYED BY THE SHORT GUY WHO WAS IN BBC'S *BERNARD AND THE GENIE*. ALTHOUGH IT'S TEMPTING, DON'T KILL HIM, AT LEAST NOT TILL HE'S GOT YOU INTO THE COMPUTER.

GOLDENEYE KEY

YOU NEED THE GOLDENEYE KEY, BUT THE ENEMY MUST NOT KNOW YOU HAVE IT, SO AFTER PICKING IT UP, USE Q'S KEY ANALYSER TO DUPLICATE IT THEN DISCARD THE ORIGINAL.

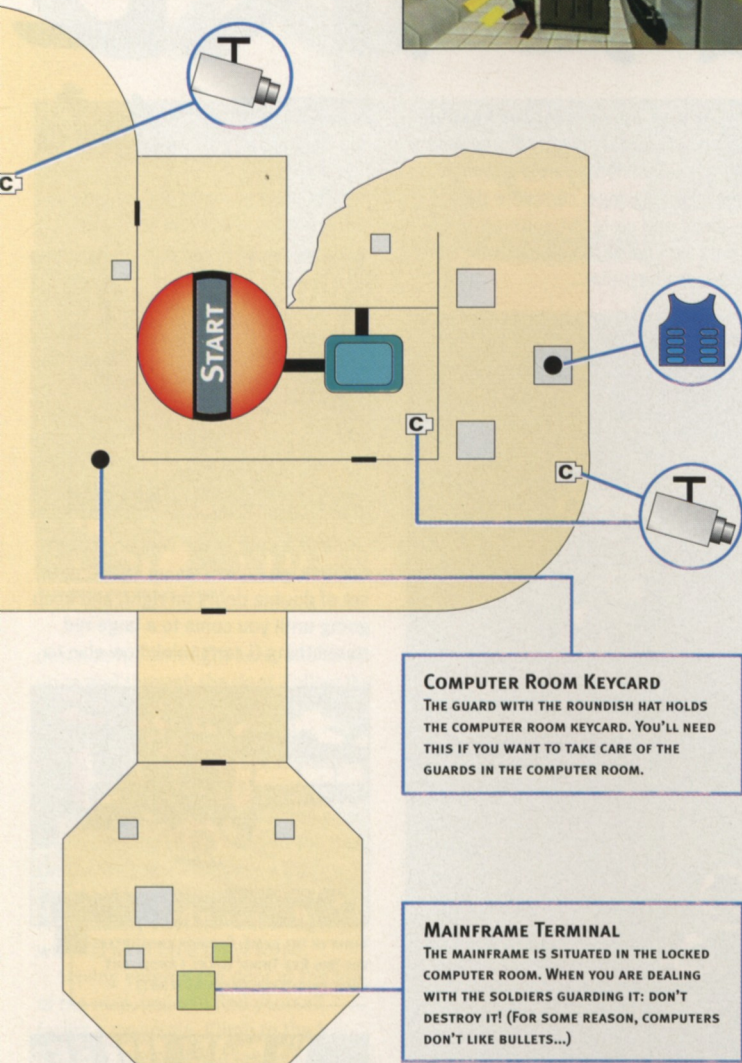


MAP SCREEN

THE MAP SCREEN MUST BE PHOTOGRAPHED USING THE CAMERA SUPPLIED BY Q. "OKAY DARLING, I WANT TO SEE 'GEOGRAPHIC'. COME ON, SMILE...SMILE, AND PERFECT! SAY CHEESE!"

SECURITY KEYCARD

THIS GUARD CARRIES THE SECURITY KEYCARD. HE STARTS OFF HERE, BUT UNFORTUNATELY HE WANDERS AROUND A BIT, SO YOU MAY NOT FIND HIM. HE WON'T HAVE GONE FAR THOUGH.



COMPUTER ROOM KEYCARD

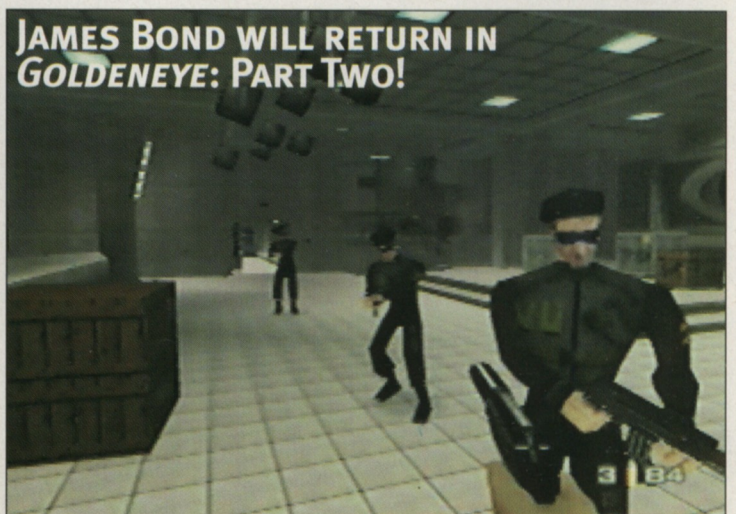
THE GUARD WITH THE ROUNDISH HAT HOLDS THE COMPUTER ROOM KEYCARD. YOU'LL NEED THIS IF YOU WANT TO TAKE CARE OF THE GUARDS IN THE COMPUTER ROOM.

MAINFRAME TERMINAL

THE MAINFRAME IS SITUATED IN THE LOCKED COMPUTER ROOM. WHEN YOU ARE DEALING WITH THE SOLDIERS GUARDING IT: DON'T DESTROY IT! (FOR SOME REASON, COMPUTERS DON'T LIKE BULLETS...)



**JAMES BOND WILL RETURN IN
GOLDENEYE: PART TWO!**



GANBARE

It's **BIG**, it's **MAD**, and it's all in Japanese. What the **HELL** are you supposed to **DO**? Never fear – 64 MAGAZINE is here to **HELP!**

IT WAS ONLY LAST ISSUE THAT WE reviewed this bizarre *Super Mario 64*-a-like. With barely a month to decipher the language, complete the entire game and write the solution, what poor mug was going to volunteer for that? Enter the new bloke...

TOWN ONE

You begin in a house in the middle of town. Leave the house and travel left, up the street until you



come to a door in the wall on the left. Go through it. Now go up street, past set of double doors on right, and keep going until you come to a large red round thing (I can't think how else to



EARLY IN THE GAME, GOEMON ENCOUNTERS THE 'BIG RED THING' (OKAY, I KNOW, BUT WHAT WOULD YOU DESCRIBE IT AS?)



Items

- 1 GOLDEN HEALTH: FULL HEALTH
- 2 HEALTH: ONE HEALTH POINT
- 3 CATS: COLLECT FOUR FOR AN EXTRA ENERGY HEART
- 4 GOLD CATS: TWO EXTRA ENERGY HEARTS
- 5 SMALL ELEPHANT: PALACE MAP
- 6 SMALL MAN: WEAPON POWER-UP (TEMPORARY)
- 7 PARCHMENT: EXTRA LIFE
- 8 GOLD COINS/AMMO



SAVING THE GAME

THERE ARE THREE WAYS OF SAVING THE GAME.

THE EASIEST IS TO GO TO A HOTEL. TO FIND THE FIRST ONE, GO THROUGH THE TOWN TO THE LARGE RED THING, THEN GO LEFT, THROUGH THE DOOR, LEFT AROUND THE CORNER, AND TAKE THE FIRST DOOR ON THE LEFT. NEXT SPEAK TO THE MANAGER, SELECT

THE SECOND OPTION, AND PRESS A WHERE PROMPTED. THERE, EASY!

ANOTHER WAY TO SAVE IS VIA THE SIGNPOSTS WHICH ARE NEXT TO THE ENTRANCE TO EACH OF THE BOSSES' PALACES, AND ALSO USUALLY IN THE ROOM DIRECTLY PRECEDING EACH BOSS. SIMPLY WALK UP TO THE SIGN, PRESS A, SELECT FIRST OPTION AND PRESS A AGAIN.

YOU WILL ALSO SOMETIMES BE GIVEN A CHANCE TO SAVE WHILST TALKING WITH OTHER

CHARACTERS (SUCH AS THE EMPEROR). SIMPLY SELECT THE FIRST OPTION WHEN OFFERED, AND PRESS A.

TO LOAD, SELECT THE FIRST OPTION FROM THE TITLE SCREEN, THEN THE FIRST OPTION AGAIN AND THEN SELECT THE SAVED GAME FROM THE MENU.

TO DELETE A SAVED GAME, FROM THE TITLE SCREEN SELECT THE SECOND OPTION, THEN THE FIRST OPTION, THEN USE UP AND DOWN TO SELECT AND PRESS A TO DELETE THE FILE.

GOEMON



ATTACK OF THE KILLER SLINKY.



PALACE ONE

Collect all the money in the first room by breaking open the jars, then exit through the door at the far end. In the next room, you will see a door on your right which is locked. Go left and turn the corner to find a key. To get to the key you will need to use the chain to cross two gaps. Collect the key, and return to the locked door, which will open.

In the new room, enter the first door on the right. Kill all the enemies, and the key will then appear. When you have the key, go out the same

way you came in. Before moving on from here, get the map and the cat, then go out through the previously locked door. An easy way to cross this room is to swim most of it.

In this room, first take out the two enemies (one drops some health), then switch back to your old weapon. You should now move into the centre of the green floor. Tiles will rise up and fly at you; break at least three of them to reveal the key. As soon as the key appears, grab it and leave the room.

Now take the door on the right and proceed straight through to the second room, where you must again kill all the

describe it). Turn right here, and head up to and through the door. Follow the new path round to the left and through another set of doors.

Outside, you should see the first hostile characters of the game. Turn on your map at this point. Make your way to the top of the map, to the door. On the way, you will cross a bridge. If you take the bridge on the right immediately after the first bridge, you will find a cat up a small slope.

Having entered the door at the top of the map, you will find yourself facing a mountain. Climb to the top, avoiding enemies and taking care not to be caught out by the rotating platforms.

Inside the summit, in front of you will be several doors and a house. Enter the house and talk to the man inside. Press B to move the text on, and then when you have a choice of lines of text, select the second one to get the chain weapon. Exit the

hut, and go through each of the doors. They contain health, and a pot which can be broken to release coins.

You now need to return to the town. The easiest way to do this is to go out on a ledge and just jump off. Make your way back through the Town, to the first set of double doors you passed just before you reached the big red thing. They will now be on your left. Go through them.

Follow the subsequent path along to the next set of doors, through which you will be faced with a stretch of water and no bridge. To get across the gap, stand opposite one of the boxes on the opposite bank and use the chain weapon, which will catch on the box and pull you across. The box on the right leads to the next door, but the one on the left will let you get another cat. The door at the end of the path is the entrance to the first boss's palace. Use the save sign, then enter.





enemies for the key. Go back the way you came until you return to the room with a large gap. To move across the gap you will need to jump towards the box and fire your chain weapon, which will pull you the rest of the way across. Before entering the locked room, move to the next door, through which you will find money and health. Then return and enter the locked door.

Cross the room to the lift in the corner and climb on. The lift will take you up to a room where rows of round enemies move along a platform, blocking the door. You will need to jump over them to reach the door.

The next room contains presses which come down from the ceiling, one at each end – the centre one does not move. Ride up on one of the end ones to get to the key on the middle one. Then go through the unlocked door (in the middle of the room) to get a cat, before returning to the locked one.

Make your way around to the first door, avoiding the rotating mines – the first set can be bypassed by swimming to the first island. Through the first door, you will need to use the chain weapon to traverse the water by once again jumping and firing at the box. The door is around the corner.

In the next room, you will be confronted by a large hand, which is blocking the passage. If you return



here after defeating the first boss, you will be able to get money and a cat. Take the door on the left.

The key is in the corner of the room. Take it, and go back three rooms to the room with the water and the rotating mines, and enter the locked door. Through it you will find more round enemies. Simply run and jump along the edge of the room, then kill the ninja when he appears, as he will chuck throwing stars at you. Exit through the door at the end.

Go left in the new room for money and more health, but watch out for the new door (straight on from where you came in).

This room contains presses and platforms, which you need to use to move across to the exit door. There is also money on one of the platforms. The best technique is to jump on the press when it is down, then jump off when it is up. Falling off loses you health. The exit door is in the far corner.

In the next room, get on the lift, which will take you up to meet a blue bloke with poncy hair. When he finishes talking and runs off, follow him. If he runs off too fast, simply go through the white screens until you find the cat. Pick up the cat and the health. The next screen door leads to the boss.



IT'S THAT BLUE GUY WITH THE LONG HAIR AND MAKE-UP! WHO'D BE SCARED OF HIM?

Boss 1

THE FIRST BOSS IS A HUGE HEAD. TO BEAT HIM, RUN UP TO HIS CHIN AND USE THE CHAIN TO HIT HIM UNDER THE RED DOT. MAKE SURE YOU STAND JUST TO THE SIDE OF THE BLUE STUD PROTRUDING FROM HIS NECK THOUGH.

HE HAS TWO DEFENCES, BAD BREATH (OKAY, FIRE BREATH) WHICH IS USELESS AS IF YOU STAY IN CLOSE UNDER HIS CHIN IT WILL PASS OVER YOUR HEAD. HIS OTHER WEAPON IS LASERS, THESE COME OUT OF THE FOUR BLUE STUDS (HENCE STANDING CLEAR OF HIS CENTRE ONE). WHEN THESE ACTIVATE, SIMPLY MOVE OUT A LITTLE, AND JUMP THEM AS THEY SPIN. WHEN



OY! BIG 'EAD! I'M TALKING TO YOU! THAT'S RIGHT, YOU! STITCH THIS!

DEFEATED, THE BOSS RELEASES A MOON, WHICH YOU NEED TO PICK UP, AFTER WHICH THE EXIT DOOR WILL OPEN.



EMPEROR'S CHAMBER

Through the door at the end of the next room you will find the Emperor and his daughter. When he gives you a choice, select the first option to get a pass for leaving the town. When you are given the next option (which is to save) again select the first choice. Once saved, you will find yourself back outside the palace. The first room of the palace can be re-entered for more money. Other rooms now have all their objects (except keys and cats) and will be replenished when you leave. This means unlimited money and health!

From outside the palace, make your way back two rooms to the area with bridges over water. Jump into the

water and swim through the tunnel. In the next area, swim straight through to the next tunnel. Swim up and round the corner, stop and pick up the cat, then swim on to the end and jump onto the bridge via the floating aerial platforms. Talk to the two guards on the bridge and they will open the gates and let you leave the town.

Cross the bridge and go right, which takes you to a door, through which is a cave. Follow the cave to the next door, which opens onto a field.

Cross the field and climb to the top of the hill, then follow the path at the top until the game takes control and puts you in a giant robot – Goemon Impact!.



THE EMPEROR IS A FAT AND JOLLY CHAP WITH NO NOSE (THESE JAPANESE GAMES ARE WEIRD!)

Kabuki Robot

THE FIRST SECTION IS FAIRLY STRAIGHT-FORWARD, YOU SIMPLY DESTROY AS MUCH STUFF AS POSSIBLE TO GAIN ENERGY. YOU SHOULD START WITH AN ENERGY LEVEL OF ABOUT 800. THE ENEMY ROBOT HAS LOADS OF WEAPONS, AND YOU DON'T. AFTER A FEW ATTEMPTS, YOU'LL BE ABLE TO RECOGNISE WHAT THE ROBOT IS GOING TO DO FROM HIS STANCE.

Robot has his arms above his head – he is about to launch missiles. He is vulnerable when he does this, so fire a spread of fireballs (using the trigger) then take out his missiles.

Robot has open palm – this can be pretty lethal, so the best thing to do is to hit him with a fireball as he prepares to move. If you don't manage this, then wait until he flies at you, and try to catch him with your nearest fist.

Robot flips over and grows wings – nothing you can do about this, as when the wings come out, your shots just bounce off. Wait for him to fly past you, and punch the umbrellas he drops. They replenish your fireball power (you must use fists though).

Robot produces two bits of wood – he is about to ram you. This is not a problem, as with careful timing he can be punched.

When the enemy robot's power drops below 1000, he gets another power:

Robot flies towards you with arms down – this is a



THE SUPER LASER NEVER FAILS. EXCEPT WHEN YOU MISS.

bugger. If you let him he casts a spell, during which time you can't hit him, and a ghost version of him hits you. Try to hit him with a fireball before he can cast the spell, if you miss, you'll have to defend against the ghost until it vanishes (which is bloody difficult). However, he stays still to cast the spell, so you can use the super laser (see below).

You have special weapons of your own:

Hammer strike – to utilise this, you must wait till the enemy robot charges you, and punch him once with your left, then again quickly with your left and then tap the right punch button. A huge red hammer should sweep from the left and clout him.

Super laser – When the two vertical bars either side of your scanner display flash, you can use your super laser. To activate it, centre your cross-hairs

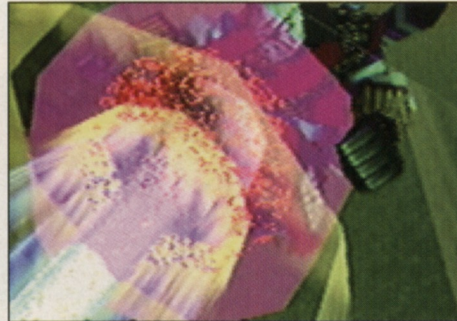


on the enemy robot (it's best to do it when he's just getting up, so he stays in one position). Then, do an anti-clockwise circle on the C buttons, from the top, and the screen will begin to change colour. Now press the trigger. If you time it correctly, you'll see a very satisfying cut sequence. (Note: the laser will now need time to charge up again).

Speed fists – Again, rotate on the C buttons, but instead of pulling the trigger, press B. Expect a blur of fists to hammer the enemy 'bot (if he's in range).

Grabber – Kind of self-explanatory this one. Rotate on the C buttons again, and press A, this will fire a chain to grab the enemy robot, holding him still to be fireballed.

Now you've killed the robot, move on to the next Town.



Town Two



Through the first door of Town 2, you will gain another character, a girl with green hair called Yae. She carries a sword. Once you have met her, move on to the next room, then cross the

bridge and enter the following one. From here, go left and through the door to another bridge, which is blocked by a guard.

Talk to the guard, then take the ladder (to the right of the bridge as you face the guard), go down and

travel left through the passage, then climb the steps to talk to the fisherwoman. You will get to make choices. Choose option two first, then option one, then option one again. The woman tells you to find three blue fish. These will be swimming around in

the water – just walk into them. Once you have three, return to the woman, and she will tell you to bring her five yellow fish. Do this, and then you will have to find eight pink fish, after which she will give you a log. Return to the guard.



SUB-GAME 1

Flatten The Guard

EASY PEASY! THROW YOUR LOG AT HIM (BY PRESSING B) AND HIT HIM THREE TIMES BEFORE THE TIMER RUNS DOWN. IT'S ALL A MATTER OF TIMING!



SOME GAMES USE LASERS, SOME ROCKETS. GOEMON GETS... A LOG?

Once you have beaten the guard, move past him through the door, then go down the hill until you come to two paths by a temple (exits shown as gaps in the fence). The first path is the one you need to take, however, the second path holds a lot of bonuses.



"ARE YOU LOOKING AT ME? ARE YOU LOOKING AT ME? I'LL 'AVE YOU SONNY!"



THE TRANSPORTER LEADS TO THE DRAGON. IT'S CERTAINLY QUICKER THAN TAKING THE TRAIN!

Second path

TAKE THE PATH THROUGH THE FOREST UNTIL YOU COME TO A ROCK ON A SMALL PODIUM. BY PUSHING THE ROCK, YOU CAN ACHIEVE CERTAIN EFFECTS.

FROM THE DIRECTION OF THE RAMP: PUSH ROCK FORWARD TO HAVE COINS FALL FROM THE SKY.

PUSH ROCK TO THE LEFT TO OBTAIN A CAT.

PUSH ROCK BACK (TOWARDS RAMP) TO TRANSPORT TO AN ISLAND. WALK THROUGH SECOND TRANSPORTER AND APPEAR ON A BOAT. GET OFF BOAT AND SWIM TO AROUND TO ROCK. CROSS THE BRIDGE AND GO TO THE TOP OF THE ROCK, WHERE YOU SHOULD FIND A CAT AND ANOTHER TRANSPORTER WHICH TAKES YOU BACK TO THE FIRST ISLAND. JUMP INTO WATER AND SWIM TO SHORE THEN GO LEFT AND

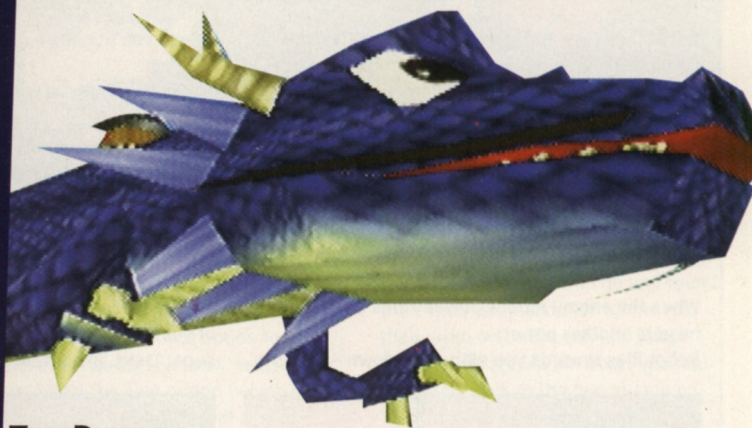


THROUGH FOREST TO TAKE YOU BACK TO THE TEMPLE. RETURN TO THE ROCK ON THE PODIUM (THROUGH THE FOREST, SECOND PATH), AND PUSH THE ROCK TO THE RIGHT.

YOU WILL BE TRANSPORTED TO THE TEMPLE, WHICH WILL OPEN. CLIMB TO THE TOP FOR AN EXTRA LIFE, AND WALK OFF THE LEDGE AND LAND ON A PLATFORM BELOW FOR A CAT.



LOOKS A BIT LIKE A CEMETARY, DOESN'T IT? PUSH THE ROCK FOR INTERESTING RESULTS.



THE DRAGON

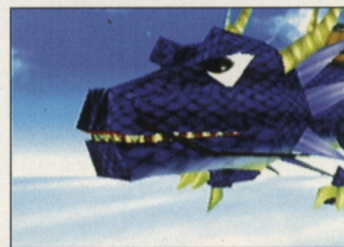
The dragon is your transport to the next town, but first you must kill the bizarre thing on its head. Make your way to the head of the dragon without falling off. The thing on its head will spin around and fire at you. Keep back until it stops spinning, then quickly run in and hit it with the chain. Then back off again as it spins. Repeat this until it's dead, freeing the dragon.

Back on the ground, you will be given a flute which Yae can blow in most places to ride the dragon anywhere you've already been (useful if you can't find anywhere to save the game). To blow the flute, select it and press fire.

You will now find yourself at the bottom of a hill with a lot of steps.

Climb the steps, and keep on climbing until you come to the very top of the hill where you will see a wooden box. Use Goemon and select coins, then shoot five coins into the box to receive the fire coin. This is activated by selecting the coins and then holding down B until the coin appears solid, then releasing B.

Go back down the hill and enter the third town.



Ganbare Goemon

TOWN THREE



Go around the corner to the right and through the doors. Now take the doors to your immediate right, through which you should see a door directly in front of you. Go straight ahead and through it.

Outside, follow the path (which is down, to your left) along, over a bridge, up a hill and through the doors. On the other side is a bridge which will collapse in certain places. If you fall

down, swim back to the bank and climb the ladders to the beginning of the bridge. If you drop through in the middle of the bridge, you will find a cat. Once over the bridge go through the door.

Follow the path up the hill, then go to the building on the left, which has a small door just to the left of the main door. The large door should be locked. Now go further up the hill and into the house. This will provide a marker for

the dragon when you want to come back. Exit the house, switch to Yae and blow the flute, to travel back to Town 2.

Once back in Town 2 go back and find the fisherwoman, who will have shrunk. Talk to her, then follow her to the waterfall. Go up the ladder on the left, and through the door. Next take the second door on the right and go across the bridge where the fisherwoman will be waiting. Switch to Ebisumaru and talk to her.



THIS BATTERED OLD BRIDGE COLLAPSES WHEN YOU WALK ACROSS CERTAIN SECTIONS. SO JUMP, JUMP JUMP!

Sub-game 2



SALT AND PEPPER BOMBARDMENT

EASY ENOUGH THIS, JUST KEEP RUNNING AROUND, AVOIDING THE FALLING DYNAMITE AND THE FAT GIRLS, AND COLLECT EIGHT OF THE MARSHMALLOW THINGS.

WHEN THE ROUND-HEADED BLOKE OPENS THE REAR WALL, BUNDLES OF DYNAMITE DROP FROM THE CEILING. NIGHTMARE!

Go back over the bridge and through the door. Now go straight on, and left up the steps, then left at the first corner, right at the second, then through right door into a passage. Down the passage on the right is a room with a pool of water and a watering tool. Hit the tool three times for a cat, then go back the way you came. You will need to remember this room for later though.

Summon the dragon again and travel back to the house on the hill. The door is still locked, so select Ebisumaru and use the C Up button to activate his special power. Once he has shrunk, pass through the door and use C Up again to return to normal size.

Follow the passage round – you will need to pass through the red gate on the left, but first travel to the end of the passage and jump into the spa. Now press and hold Z for a relaxing soak in the spa which will soothe your tired muscles, but more importantly will regain any lost health.

Now back to the red gate. At the gate, turn small again and walk under it. Once through the gate, regain normal size and go right and into a



cage, then down for a cat, before returning to the red gate and the bumps. Make your way over the bumps and up the ladder at the end, then using Goemon's chain make your way over the gaps and up the slope to the door of the second boss's palace. Before you go in, save the game using the sign, and switch to Goemon's coin weapon.



PALACE TWO



Entering the first room of the palace, you'll see two ghosts. At the moment, you can't hurt them, so instead hit each of the statues at the end of the room with the fire coin, which will open the door. Go through it.

The new room is of no use at the moment, but will be important later. Go through to the next room, and then make your way across the spikes (watch for the pattern) and into the next room, which is full of water. Move round the room, making sure to get the cat from on top of the large head, then exit. Make your way to the middle of the next room for the map, then leave via the other door.

You will need to defeat all the enemies in the new room before the key appears. Before you leave, pick up the seed (on the left as you entered the room) and climb onto the lift, and drop the seed in the middle of the platform. A flower will grow, releasing energy and money. Take the key, and leave.

In the next room, make your way through the first door on the left.



The new room contains a lift. Get on it, and go down. Make your way over the platforms to a second lift, and go up. Take the exit from the new room, and in the next room, jump on the power switch on the floor to activate it. Then get the key and the cat and go all the way back to the first room after the one with the ghosts.

CLAW GAME

This room now has a control console. Walk up to it to be shown the camera. This section works like those grab games you get in arcades, except that the claw actually does pick up! The easiest way to do this is to jump onto the forward button until the claw aligns with the floorboard which is in line with the camera, then jump off, jump onto the sideways button until the shadow of the claw passes over the camera, then jump off. If you've done it right, collect the camera, else try, try again!

The camera is used by Ebisumaru. To activate it, select it and hold the B button until the image solidifies, then release (as with Goemon's fire coin). The camera can be used to take out ghosts. Simply use it in the room with them, and they become solid. Then switch weapons and smack 'em!

You now need to retrace your steps (again) to the room before the one with the first lift. Once you get there, cross the tightrope to collect the



75

more



golden cat, and proceed through the locked door.

The next room is full of ghosts, so use the camera to make them solid, and kill them all to open the exit door (to the left as you entered). It is important to note that in here and from now on any contact with water is harmful to you. In the room beyond take the first door on the left and kill all the ghosts to get the key, then come back into the preceding room and make your way to the locked door.

Next go up the stairs and up on the lift. Go through the unlocked door and up the ramp in the next room. You must now make your way across the spinning tops to the other side for the key, and travel back. If you fall into the water, quickly swim back to the ramp and try again – fall in too often and you will die! Once you have the key, return to the previous room and go through the locked door.

In the new room, make your way to the unlocked door directly ahead of you. Defeat everything within for

the key, then return to the main room. Make your way to the locked door which is along the same wall as the one you've just come from.

In the next room, take the door straight ahead for loads of money and health, then exit. Make your way past the skipping ropes (easiest if you shrink Ebisumaru) to the door at the end and enter.

Use the camera to kill the ghosts, then make your way across the floor, avoiding the holes, to collect the key and the extra life. Now make your way back to the main room (two rooms back), get the cat and go through the second locked door, then head for the first door on the left.

The new room contains a huge pool table. You need to pot the balls in order to get the key. The target ball is represented by an arrow over it, and you just need to hit it to pot it. Once you have the key, enter the locked door, take the key, and go back two rooms and through the locked door. To get to the boss, simply hop on the lift.



Boss 2

THIS BOSS IS FAIRLY STRAIGHTFORWARD (ALTHOUGH NOT QUITE AS EASY AS THE FIRST ONE). FIRST, USE EBISUMARU AND THE CAMERA TO TURN THE BOSS TRANSPARENT, EXPOSING HIS HEART.

NOW SWITCH TO GOEMON AND USE THE FIRE COIN, AND REPEATEDLY JUMP AND FIRE THE COIN TO HIT THE HEART WHEN THE BOSS IS TRANSPARENT. THE BEST TECHNIQUE IS TO KEEP MOVING ALL THE TIME, AS THE BOSS WILL TRY TO HIT YOU, JUMP ON YOU, AND FIRE AT YOU. RUN RIGHT ALL THE TIME (ANTI-CLOCKWISE), BECAUSE THE BOSS FIRES FROM HIS RIGHT (YOUR LEFT) ARM, AND IF YOU RUN THE OTHER WAY THE MISSILES ALWAYS HIT



WATCH OUT EBI, HE'S BEHIND YOU! TAKE A SNAP TO EXPOSE THE HEART.

YOU. RUN RIGHT, AND THEY DON'T.

ONCE BEATEN, GET THE NEXT PIECE, AND SAVE THE GAME, FOLLOWING WHICH YOU WILL FIND YOURSELF OUTSIDE THE PALACE.



Return to Town 2 on the dragon. Enter the town, go over the bridge and through the door. In the next area, go up the small flight of steps (diagonally left as you entered). Then go right, and through the door at the end into the passageway. Exit the passage at the other end, follow the path round and down the steps, and go through the first door on the left.

You should see a child standing on the bridge. Go past him (or her!) and through the door. In the next room, follow the path round and over both bridges; you should pass one locked and two stone doors. You are heading for the door at the top of your on-screen map.

In the next area is a large hill. Make your way right to the next door and go through. You should find yourself in the desert. Make your way to the lake at the bottom-left of the map. At the lake, pick up the tubular object and collect the cat, then return to the door you came in by and exit.

You're back at the hill now, and you need to climb the hill to the very top and enter the house there. Inside the house (which, in the style of Doctor Who's Tardis, is hugely bigger on the inside than on the outside) is a tree. Make your way to the top of it.

At the very top of the tree, switch to Ebisumaru, and use the camera. You will then meet a fourth member of your party, a strange chap with a lethal knife. His name is Saukra. Leave the house, and head down the hill, to the third door on the map, on the left-hand side.

Through that door is Town 4.



"HELLO LITTLE BOY, DO YOU WANT TO SEE SOME PUPPIES?"

TOWN FOUR

You want to go through the door in the top-left of the map (You start in the top-right). Once through the door, you will be facing a small valley. You need to go through the door in the top-right of the map, but to get there you will need to travel left first of all to avoid the hills.

Moving through the door finds you in a cave. Make your way to the end of the map where you will find a stone door. Use Saukra's bomb to destroy the door, then read the sign to save the game.

When this is done, enter the palace.



AH, ANOTHER ONE OF THOSE UNNECESSARILY LARGE CAPTIONS TO FILL. LOOKS LIKE SOMETHING'S EXPLODING.

Ganbare Goemon

PALACE THREE



Upon entering the palace, go left and through the gate into the underside of the building. Follow the right passage round the corner and through a door.

Through the door, there is some health to the left. Return and exit through the gate. Go left, avoiding the round things, and exit. Now jump into the water, and follow the mines around to the opposite bank. Climb the wooden platforms to get the map (which for some reason looks like a small elephant) and exit to the right.

The next room has two doors. For clarity, we will refer to this as the 'Junction Room'. Go through the left-hand door. Then go left and through the next door. Then go straight ahead and through the door.

This room has see-sawing steps. Make your way through the door on the right of the room. Next room, go left and through the door.



In the room with moving platforms, take the ladder up and go through the right door, then around to the right for a cat. Then backtrack to the platforms, and use them to get to the door on the right side of the room, through which you will find a key.

Now make your way back to the Junction Room, and go through the locked door, which will take you to a room with tanks in it. Go right, and climb the ladder, then make your way along the rooftops until you find an extra life. Follow the roof back to the far wall, and drop off to enter the door in the end wall.

In this room is Saukra's new ice weapon. Take it and leave, then take the first door on the left. Avoid the barrels (zig-zag) and go through the door. In the next room, take the door on the right for money and a weapon power-up, then return and take the door on the far side.

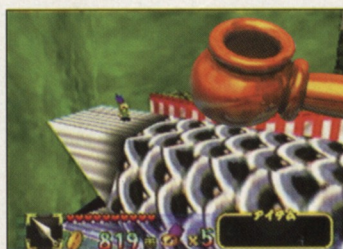
The new room has red glowing platforms, which can be cooled temporarily using Saukra's ice weapon. Make your way right and onto the podium for Ebisumaru's new hammer, then climb back to the door you came in, but move along the platform and take the other door, which leads outside. Make your way back to the entrance of the palace.

Go up the stairs and right, avoiding stompers. In the next room, freeze the blocks and jump across. Make your way to the top of the palace and get the gold key, then drop down to the floor below. From here, one door takes you outside where you will find a gold cat (which door depends on which way you were facing when you landed).

From here, make your way back to the Junction Room and take the door

on the left. Turn right, and head through the locked door. You will now see a huge waterfall. Go down the ramp and use the floating platform to get onto the wall. Make your way to the top by jumping on the first fish, then jumping off on the other side. Take the ladders up, and get on the second fish. Move all the way along this fish to the pole, and jump onto the centre, then walk around and jump onto the third fish, and jump off when it reaches the top.

Go up the ladder, through the door, and make your way to the next door, which leads to the third boss room. Inside, drop down into the pit and she will appear.



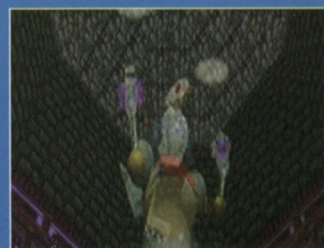
IT'S FASTER BY FISH!
A LOT OF THINGS IN
THE GAME ARE
THEMED. HERE, YOU
ASCEND THE
WATERFALL USING
THE ROTATING FISH.

Boss Three

THIS BOSS IS EXTREMELY EASY TO BEGIN WITH, AND ONLY GETS A LITTLE TRICKY WHEN SHE IS ABOUT TO DIE.

SHE WILL INITIALLY THROW PAIRS OF BLUE DISKS, FOLLOWED BY TWO RED ONES. AFTER A WHILE, SHE'LL THROW CLUSTERS OF GREEN ONES, FOLLOWED BY TWO RED ONES, AND THEN WHEN SHE IS ABOUT TO DIE, SHE'LL THROW LOADS OF YELLOW ONES, AGAIN FOLLOWED BY TWO RED ONES.

RUN ANTI-CLOCKWISE AROUND THE CHAMBER. THIS WILL AVOID ALL BUT THE RED AND THE FINAL YELLOW DISKS. HIT THE RED ONES AND THEY WILL FLY BACK AND HIT THE BOSS. WHEN SHE STARTS CHUCKING YELLOW ONES, THEY WILL LAND ALL OVER THE PLACE, SO YOU'LL NEED TO DODGE AS WELL AS RUNNING AROUND.



THIS GHOSTLY BOSS USES ORBS FROM THE ARCADE CLASSIC SALAMANDER.



THE JUNCTION ROOM! THESE PEOPLE AREN'T HALF SECURITY CONSCIOUS! A LITTLE PARANOID MAYBE?

Having killed the boss, return to the room with two stone bridges and two stone doors. Use Saukra's bomb weapon to destroy the doors and get a white cat and a gold cat. Also from this room, take the door you haven't been through yet and you will come to a bridge. Jump off the bridge to the right, and travel up and along the ramp. When you come to the overhang, shrink Ebisumaru and pass under it and along for another cat. Then jump into the water, and swim along under the bridge to the

transporter-like shape in the water. Ride the wooden platform to the top for another cat.

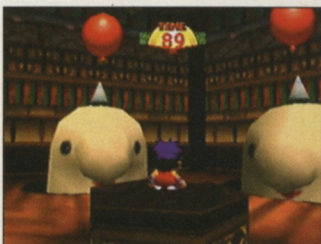
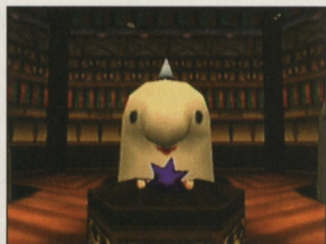
Use the dragon to go back to Town 1. Switch to Goemon and go through the town doors, forward, right, to the end of the path and through the door. You are now back in the street where you started. Move down the street and enter the second door on the right. Talk to the man inside, select option one, and enter the third sub-game.



THIS IS WHAT HAPPENS WHEN YOUR HEAD IS TOO BIG FOR YOUR NECK. BE WARNED!

SUB-GAME 3 Balloon Defence

JUST AS EASY AS THE PREVIOUS SUB-GAMES (AND JUST AS WEIRD) – MOVE YOUR PODIUM ROUND IN A CIRCLE, AND USE THE B BUTTON TO THROW BOXES ONTO THE HEADS OF THE POINTY-HEADED PEOPLE THAT LIVE IN THE HOLES TO STOP THEM RISING UP AND BURSTING THE BALLOONS. BEST METHOD IS TO THROW TWO BOXES THEN TURN TO THE NEXT HEAD, DO THE SAME THING, TURN AGAIN, AND SO ON.



Once you've done the sub-game, move back the way you came and exit the town. Now cross the bridge, turn left, and go up the ramp and across to the metal block. Activate Goemon's new special power, and push the block so that you can get through (if you drop right just past the fence, you'll get a cat).



AND UP NEXT WE HAVE GOEMON WITH THE LATEST HAT TO HIT THE PARIS CATWALKS! DOESN'T HE JUST LOOK SOOO SWEET?

Make your way across to the next door (on the left). Through it, walk to the right and go up the ladder. Work your way across to the ledge in the corner and hit the red button, which will activate some wooden platforms. These lead to the next door, but if you first jump down you'll find another cat. Once through the door, you should see snow. Walk straight ahead and take the door ahead of you. This is the door to Town five



TOWN FIVE



Once into the Town, go down the steps ahead of you, ignoring the doors on the right, and go up the subsequent stairs to the next door. You will be facing a house; turn right and follow the path up to and through the next door.

You are outside again. Ignore the ghosts and make your way down the path. Halfway down on the right is a marker stone. Read it, then turn right and you will see a large stone blocking your path. Hitting it will have no effect, so go back the way you came, through the door, along and round the corner and through the second door, and talk to the man in blue who should be in front of you (just off to the left). He tells you that you need new weapons, and you *must* talk to him. Next, take the dragon back to the mountain by Town one.

Climb again to the summit and go and see the man there. Talk to him, and this time choose option two, and he will give you the silver weapons. Take the dragon back to Town 5, then return to the large stone blocking the path and hit it.

Once the stone is no longer blocking your path, take the ladders up to the house at the top of the



mountain, and enter. The woman inside is a necromancer. At this point, you should have quite a lot of gold coins (assuming you've been collecting them). If you don't have at least three hundred, you'll need to go find more.

Assuming you have the right amount of gold, talk to the necromancer, and keep selecting the first option. She will grant you a conversation with a strange bearded bloke. Afterwards, leave the house, go down the mountain and make your way through the Town and out the front gate (where you first came in) and follow the path round to the right and through the set of doors there. If you jump into the water at any point in this room, you will be able to swim around and get a cat, although it is a pain getting back up. At the end of the path go through the doors.

You should now see a waterfall, and a sign. Change to Yae, read the sign and select option one for the fourth sub-game.



THE MAN WHO LIVES IN THE MOUNTAIN IS ACTUALLY A JAPANESE BLACK MARKET ARMS DEALER.

SUB-GAME 4

Salmon Impersonation

YAE NEEDS TO GO UP THE WATERFALL. SIMPLY TAP THE A BUTTON REALLY FAST AND MOVE THE CONTROL STICK TO THE LEFT TO AVOID FALLING... ER, THINGS.



"WAHEY! I CAN SWIM! I CAN SWIM!
I... OH BUGGER, FLY, FLY DAMN YOU!"

SUBMARINE

Now go back to the entrance to Town 5, and make your way through the town, out and past where you moved the large stone to the next set of doors. Through these doors, you should see a large lake.

Select Yae and jump into the lake. Now activate her special power to enable swimming under the water. Button A now makes Yae swim, whilst B performs a swim attack.

Swim down, find the red button, and activate it with the swim attack, which will open the door under the water. Go through it.

In the next room, you are looking for the submarine, which is under the ice. Also under the ice you should also find a cat and an extra life. The sub is fairly easy to find, if you look on your on-screen map, it's in the vaguely c-shaped dark blue bit. When you find it, go in through the hatch in the bottom.

Once in the sub, go up, then along against the current (going with the current will exit the sub) and then up again to the top of the shaft. Change Yae back to human form and take the lift up to the next room.



IN THE SUB CONTROL ROOM, YOU'LL MEET THE EVIL LEADERS. THEY'RE HAVING A DOMESTIC!



The large table in this room leads to a map for the sub; climb up the blocks to get to it. You should see two doors. Take the door which is ahead of you as you climb onto the table (they both take you to the same place, it's just that this way is easier).

In the next room, go around to the door and through it. Cross to the door directly in front of you. In the next room, take the door on the right (ie, not the locked one) and in the following room, take the door at the end.

You must move around across the moving platforms to get the key in the far corner. This done, go back two rooms to the room with the locked door, and go through it.

In this room (with giant teacups) get the weapon power up in the corner, then get on the lift. Now change to Yae, and swim down and through the door. Swim around and through into the following room.

In here, you need to swim to the end for the key, then exit through the locked door. Swim to the left, climb out of the water, go down the ladder and out of the door.

In the next room the key is in the left corner, and the exit in the right. Use the conveyor belts to move about, and exit.

Climb the ladder on the left and get the key. Now exit via the door that was straight ahead of you as you



came in, to find Yae's bazooka weapon and another key. Get these, and exit the way you came, then take the other locked door (to the left as you re-enter the room).

Go under water and through the door, then surface in the next room. You should see a lift. However, there is also a small door in one wall. Use Ebisumaru to go through this door, then through the next, then go round to the right to get an extra life before returning to the lift room and boarding it.

In the next room, take the door to your immediate right, trying not to fall in the water as it is difficult to get back up. Through the door, kill the enemies and pick up the extra life, then leave.

Take the door on the left. You need to cross the room using the moving bowls, and take the unlocked door directly ahead of you. Kill both enemies and get the key, then exit through the door you came in by, and take the bowls around and to the right through the locked door. Take the key from this room, and exit. Go right, back around the corner via the bowls to the locked door, and go through it.

Take the lift up, and then follow the room to the door at the other end. Once inside, watch a demo and talk to the aliens, then you will meet the next robot.

ROBOT 2 Fishbot

YOU'LL NOTICE THAT YOU'RE NOW IN THE WATER. ASIDE FROM THIS, THE GAMEPLAY IS PRETTY MUCH THE SAME AS WITH THE KABUKI ROBOT.

IMPORTANT DIFFERENCES ARE THAT THIS ROBOT DIVES IN THE WATER, MAKING

HIM MORE DIFFICULT TO SPOT, AND HE DROPS FLOATING MINES IN PLACE OF THE FIRST ROBOT'S UMBRELLAS, WHICH ARE HARDER TO SEE BUT JUST AS EASY TO DESTROY.

WHEN HIS ENERGY DROPS TO 1000, YOU'LL SUBMERGE, AFTER WHICH THIS ROBOT CAN PERFORM HIS VERSION OF THE 'GHOST' MOVE - A WHIRLPOOL. TAKE HIM OUT WITH YOUR SUPER LASER.



Having beaten the robot, take the dragon to Town 2, return to the guard on the bridge and talk to him. Now go back one room to the centre of town and make your way through the passageway to the room with the small pond. Stand on the round stone directly in front of the pond (between the two sharp stones) and talk to the pond guy.

Now head for the room where Ebisumaru played a subgame, and talk to the old man on the bridge. He should give you two options. If he doesn't, go back one room and talk to the child (like the one on the bridge earlier). Select option one, then talk to him again, and select option two. Now go back and talk to the old man. Select option one both times to get a golden key.

Now leave the old man's room, and take the first door on the right as you enter the new room. Go across the bridge and through the doors, then head for the locked door which is just to your right. Open it, and inside will be another man. Talk to him as Saukra to enter the fifth sub-game.



TO SUMMON THE MIGHTY POOL-DUDE, YOU MUST STAND BETWEEN THE STONES OF POWER!



SUB-GAME 5 Up The Pole

CLIMB THE CIRCULAR POLE IN THE CENTRE OF THE ROOM. THIS ONE IS THE MOST DIFFICULT SUB-GAME, OR MAYBE THE EASIEST, DEPENDING ON HOW GOOD YOU ARE AT JUMPING!



Having completed the game, go back to the bridge and through the doors, turn left and take the second door you come to. Now you should find a long passage, and another door. Go through, and at the end you will see a man on a high stone block.

At this point, you must have at least 800 coins. If you don't have that many, go back to the room with two stone bridges and two stone doors, and break down the doors for more cash. Simply exit the room and re-enter for the rooms to be refilled with coins. Once you have enough, return to the old man.

Go to the block on the left and use Saukra's jet pack special power to boost up, then cross over and talk to the man. Pick option two, then option one, then option one. Now go back and see the guy in the pond again, and he will give you the last piece that you are looking for.

Now go to Town 5, and through to the submarine lake. Instead of climbing into the lake, take the door to the left and go up onto the podium in the middle, which will take you to the fourth palace.



AH, NOBLE OLD BLOKE! BE SO GOOD AS TO GIVE ME THE GREY SAUSAGE FOR THE GUY IN THE POOL.



"WITH LOVE TO GUIDE US, NOTHING CAN DIVIDE US! DO, DO, DO, DAH, DAH, DAH."



OKAY, SYNCHRONISED ARM-JIGGLING! ON MY COMMAND - BEGIN!

PALACE FIVE

Move along the corridor and take the door on the left. Then exit the next room, and in the following one take the platforms up to find the silver key. Unlock the door below and exit.

In the new room, jump across the fans to get the gold key, then return to the first room of the palace. Go through the locked door that fits the gold key and take the ladder down, going around the corner to the next door and through it. Walk around the corner on the moving floor and through the next door.

Bounce on the drums up to the door and exit, then cross the blue platforms and get the map. Drop down to the level below and head for the door which was on the left as you came in. Before you go out, turn right and use Saukra's jet pack to get the gold key. Now exit, and go across the fans and through the locked door in the following room.

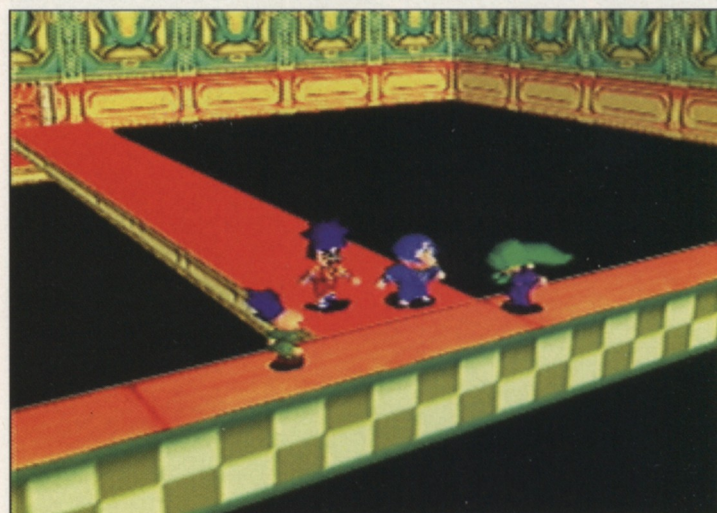
The next room has a locked door in the middle of the floor and a small door on the far wall. Use Ebisumaru to go through the small door, get the gold key and return to the locked door. Go down and through the door.

Kill the enemies and exit. Now make your way to the top of the room

for the silver key, and then return to the room that contained the sunken locked door. Climb the ladder in this room and make your way to the red button and activate it, lowering the steps. If Yae goes underwater here you will find an extra life. Go up the stairs and out.

Outside, head round through the gates and maze, then take the second set of gates. Switch to Goemon, and go along to the sealed door. Try to enter so that you get a message, then return through the first set of gates and go into the second shop on your right. The white haired bearded man from the necromancer's house should be waiting for you. Talk to him for new golden weapons, then go back to the sealed door and break it. Go through.

Go up the stairs on the left and through the door. Jump across to the next door and exit. Now take the conveyor belts to the red button and activate it for a new platform. Take



"RIGHT, EVERYONE JUMP UP AND DOWN REALLY FAST, AND WE'LL SUMMON THAT HUGE ROBOT-THING!"

Ganbare Goemon



"I CAN'T BELIEVE THEY'RE MAKING US DANCE IN THIS STUPID MUSICAL!"



"HELLO, AND WELCOME TO THE ALIEN INVADERS INTERNATIONAL THEATRE!"



"ANYTHING YOU CAN DO, I CAN BETTER." "I CAN DO ANYTHING BETTER THAN YOU!" "NO YOU CAN'T..."

this platform to exit. In the next room, find the next red button, activate it and leave via the newly accessible door, then follow the path to and through the next door.

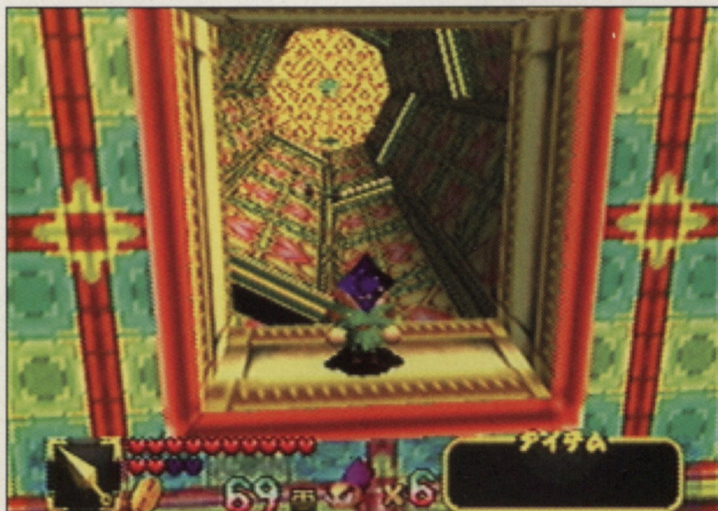
Go around and get ready to press the next red button. When you do, quickly jump onto the platform in the centre as it will start to move up. At



the top, take the key and go up the steps and through the door, slide down and go through the door at the bottom, turn left, go to the next door and exit to get back to the room where you came in.

Go right a little way, and jump through the picture of the boss for a gold cat. Jump back, go down the stairs and through the locked door, then follow the path to the next door (there is also a cat in this room) then go through the door.

This room rotates in the middle, so make your way across avoiding the gaps, and go through the door for a bit of a 'musical interlude'. Save the game when you get the chance and prepare for battle.



ROUND AND ROUND AND ROUND IT GOES, IF YOU FALL, YOU'LL BLOODY YOUR NOSE!



THE LATEST TEEN-BAND LINEUP. FROM LEFT TO RIGHT: SAUKRA (LEAD GUITAR), GOEMON (LEAD VOCALS), EBISUMARU (DRUMS) AND YAE (BASS GUITAR AND HEAD & SHOULDERS ADVERTS).

BALL ROBOT

THE FIRST OF THESE ROBOTS IS CUMBERSOME AND EASY TO BEAT. THE IDEA IS TO KNOCK OUT ALL OF HIS ARMAMENTS, AND THEN HIT HIM IN HIS EXPOSED ENGINE CORE WHEN IT OPENS. KNOCK OUT HIS MAIN LASER (THE RED THING IN THE ROBOT'S CENTRE) FIRST, THEN USE THE SUPER LASER ON HIS OTHER ARMAMENTS. NO PROBLEM!



THE THIRD ROBOT SECTION FINDS YOU IN SPACE. THE GAMEPLAY IS THE SAME AS THE PREVIOUS TWO SECTIONS.

FINAL BOSS ROBOT

THE SECOND OF THESE ROBOTS IS, TO PUT IT BLUNTLY, A COMPLETE SOD! HE FLITS ABOUT ALL OVER THE SHOP, AND IS EXTREMELY DIFFICULT TO HIT WITH YOUR SUPER LASER. CONCENTRATE ON COMBINATIONS, AND USE THE LASER AS SOON AS YOU KNOCK HIM DOWN SO THAT IT

CATCHES HIM WHEN HE GETS UP. HIS VERSION OF THE GHOST BOMBARDS YOU WITH ASTEROIDS, BUT HE IS VULNERABLE TO THE SUPER LASER AT THIS POINT.



OKAY LUVVIES, DARLINGS, LET'S SEE YOU IN YOUR MOST IMPOSING STANCES. OKAY? READY? ONE, TWO, THREE, GO! OH... I SUPPOSE THAT'LL HAVE TO DO. SAY SUSHI!

GANBARE GOEMON WAS SUPPLIED BY THE VIDEO GAMES CENTRE. CONTACT THEM ON (01202) 527314.



ONLY A FEW GAMES IN THE PREVIEWS THIS MONTH, BUT THEY'RE BIGGIES! FROM NOW ON, 64 MAGAZINE'S PREVIEW SECTION WILL BE RESERVED FOR GAMES THAT ARE APPROACHING RELEASE — FOR GAMES THAT ARE FURTHER AWAY, CHECK OUT 64SIGHT AT THE FRONT OF THE MAG. NOW, ON WITH THE ACTION!



EXTREME G

84 Drive the wrong way up the M1 in a stolen Golf GTi. Go train-surfing on the roof of a Eurostar. Strap yourself to the nosecone of an F-15. And you still won't get the same bowel-voiding feeling of speed that you get with *Extreme G*!



NFL QUARTERBACK CLUB '98

88 Okay, so American football is a strange game that takes too long to play and nobody in Britain understands. But with graphics like these, who cares?



Previewpalooza

NAGANO WINTER OLYMPICS '98

90 With the theme to *Ski Sunday* pounding in your ears, take to the slopes with the intent of winning a medal for your country. And then plough straight into a tree.

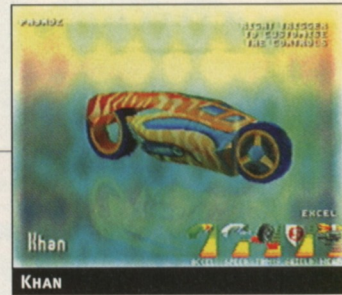


83



BOMBERMAN 64

92 Or Baku Bomberman, whatever your preference. It's still an explosive old classic that's been given the full 64-bit Mr Sheen treatment!



EXTREME

Ninfo	Players	Publisher:	Acclaim	Game Type:	Racer	Release Date:	November
						Developer:	Probe

TREAT yourself to a dose of SPEED!

WITH MOST GAMES, A 30% drop in speed is usually a bad thing. Not so with

Extreme G. Since our feature on Acclaim's ultra-fast racing game last issue, it has been slowed down considerably – not because the N64 couldn't cope, but because we humans couldn't!

Extreme G is all about speed, with some reckless driving thrown in. The vehicles of choice are high-tech bikes, tooled up to the max with weapons and stick-on missile pods. You can either choose to take on up to three other players in a brutal split-screen race to the death, or pit your puny hominid reflexes against the steely brains of seven computer-controlled opponents. Either way, get ready for the ride of your life!

The tracks you'll be racing on are



Get ready for the ride of your life!

some of the most outrageous constructs in videogame history. Steep hills? Listen, you haven't *seen* a steep hill until you drop vertically over a ravine edge, plunge downwards at terminal velocity until you hit a u-turn at the bottom and

blast straight up the opposite side! Banked corners? *Extreme G* goes 720° better with banks that corkscrew over on themselves. Twists, turns, flyovers? This game makes Spaghetti Junction look like a Roman road.

FAST EDDIE

We've had a completed version of *Extreme G* in our office for a bit, and even though this is a preview (the full review will follow next issue, ready for when the game goes on sale – the UK release has been delayed by two or three weeks) we thought we'd steal a march and tell you what it's like to play. It's fast. Blindingly, cheek-wobblingly, sway-in-your-seat fast. It's so fast that Jeremy Clarkson would probably start going on about snapping knicker elastic, not even slowing down in four-player games and getting dangerously close to entering a time warp when you kick in the turbos. This speed isn't at the expense of detail, either. Although



EVEN WITH FOUR PLAYERS BATTLING IT OUT, *EXTREME G* NEVER SLOWS DOWN.



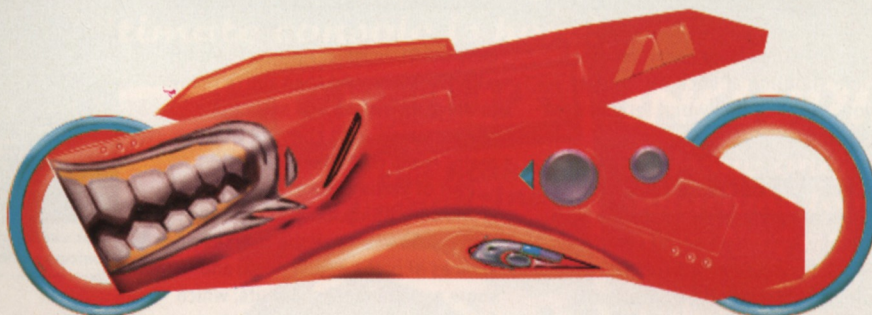
YOU NEED TO BE GOING AT TOP SPEED TO CLEAR SOME GAPS. UN-OH...



ISN'T THIS WHERE THEY FILMED *MAX HEADROOM*?



E G



THE BATTLE MODE DROPS PLAYERS IN SMALL ARENAS AND LEAVES THEM TO GET ON WITH IT.



AFTER THE FENCED-IN TRACKS EARLIER IN THE GAME, THE FREQUENT DROPS INTO LAVA HERE COME AS A NASTY SURPRISE.



WAHEY! WOO-HOO! YEAH! (YOU MUST BE MORE THAN THIS HIGH TO GO ON THIS RIDE.)



you don't get much chance to appreciate it while you're playing, developers Probe have packed the tracks with visual treats and then decided to show off by putting loads of flashy lighting effects on top.

If you've ever played *Wipeout* on the PlayStation or Saturn, you'll find yourself at home here, with one crucial difference – *Extreme G* doesn't stop. For anything. It takes a fall into a mile-deep chasm or a dip in molten lava to stop the bikes' wheels from turning, and even then you're back on the track and raring to go again before the first syllable of the obscenity that was forming on your lips hits the air. Grinding against the sides of the track doesn't bring you to an abrupt and infuriating halt, it just wears down your shield and knocks a few piffling kph off your speed. As long as you can keep the front wheel



THIS TRACK IS UNDER CONSTANT BOMBARDMENT FROM METEORS.

pointing in roughly the right direction, all you have to worry about are the other racers.

And you *do* have to worry about them. Your opponents are no mere drones (if you want those, there's a special shoot-'em-up subgame where the objective is simply to blow away as much traffic as possible), but are actively looking to turn you into roadkill. Luckily, they aren't



EACH BIKE'S SHIELD FLARES WHENEVER IT COMES INTO CONTACT WITH ANOTHER RIDER, OR IS HIT BY A WEAPON. DON'T LET IT RUN OUT!



A QUICK BLAST ON THE TURBO SENDS YOUR BIKE ZOOMING UP TO TERRIFYING SPEEDS.



THE FLAME EXHAUST NOT ONLY GIVES YOU A SPEED BOOST, BUT TOASTS ANYONE WHO TRIES TO OVERTAKE!

infallible, and they spend as much time shooting at each other as at you, but they still won't let you past without a fight!

THE OFFICE BIKE

There are eight bikes to choose from initially, with some secret vehicles which become available as you progress through the game. Each machine is different, and unlike many games you can actually feel the difference when you start racing. Some are built for sustained speed, some for rapid acceleration, and some are armoured for pure combat – you'll know which when you try to take a hairpin bend at full speed!

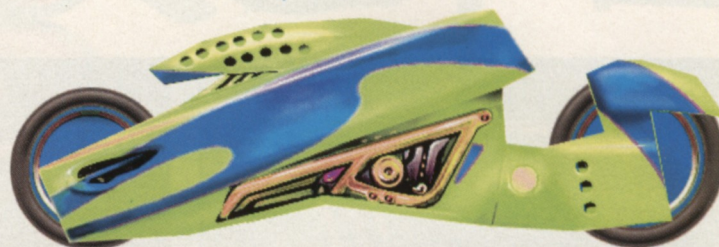
Although the bikes are initially hard

easy novice level lets you get to grips with the bikes, and then you're ready to move up a class and start some proper racing, with enemies who really, *really* don't like you at all!

Part of getting ahead in *Extreme G* is knowing which route to take on each track. Nearly all the courses offer choices of paths at junctions, and some are definitely shortcuts, which can move you forward two or three places if you navigate them correctly. Unlike *Mario Kart*, the computer's AI doesn't cheat – if you manage to build up a substantial lead early on, good riding on your part will keep you there without any worries that somebody will magically appear two inches behind your exhausts!



RIDING UNDER THIS STORMTROOPER HELMET-LOOKING SKELETAL THINGY IS ONE OF THE SHORTCUTS ON THIS DESERT TRACK.



If *Extreme G* was any faster you'd black out!

to control, *Extreme G's* forgiving track-holding lets you get into the game without spending your first 20 races being lapped. Not being brought to a crunching halt by the slightest contact with a trackside obstacle helps reduce frustration as well! Starting on the

If *Extreme G* was any faster you'd black out, which would be a bummer because so far we've found it very addictive. Once you start playing *Extreme G*, rush hour turns into rush week! The big question is whether it will turn out to be better than

Nintendo's own *F-Zero 64*. Well, seeing as *F-Zero* has been subject to more delays than the Northern Line, you can at least be certain that you won't see a *faster* game without going to warp speed. Adrenaline junkies had better get ready for next month's review – *Extreme G* looks like it's going to blow everyone else off the track!



THE WINDOWS IN MULTI-PLAYER GAMES CAN BE CUSTOMISED, INSTEAD OF JUST LEAVING ONE BLANK.



ONE OF THE FIRST CHEATS MADE AVAILABLE LETS YOU PLAY AS THE ROLLING STONES (SORRY).

Prospects: SALES SHOULD BE AS FAST AS THE GAME ITSELF!



THE TRACKS LOOP BACK ON THEMSELVES LIKE A DEMENTED ROLLERCOASTER. CHAH TO THE PLEASURE BEACH!



64 SOLUTIONS

ATLAST!

THE WAITING IS OVER!
The Ultimate Tips magazine for the Ultimate console is here!

MORE!

Most Nintendo
magazines stretch out
solutions over
many issues. We
do it all in one.
No-one does it
better!

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64 Solutions
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Race on to page **34**

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Lylat Wars
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Super Mario 64
Super Mario Kart
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64 SOLUTIONS

Our pledge is to give you the best and most accurate information. The complete guide, with relevant pictures and captions. This is our promise to you!

WHEN?

The first stupendous issue of 64 Solutions is out on 2 October priced at £3.95 and is available from all good newsagents. Don't miss it!



IN PASSING PLAYS, POTENTIAL RECEIVERS ARE HIGHLIGHTED ON SCREEN. JUST PRESS THE APPROPRIATE BUTTON TO HOIK IT THEIR WAY!



THIS GUY IS ABOUT HALF A SECOND AWAY FROM MAKING A TOUCHDOWN, EVEN THOUGH HE DOESN'T ACTUALLY HAVE TO TOUCH ANYTHING DOWN. STRANGE GAME.

NFL QUARTERBACK CLUB '98

Let's keep the **HELMET** jokes to a minimum, **PLEASE!**

Ninfo

Players



Publisher:
Developer:

Acclaim
Iguana

Game Type:
Origin:

Sports
USA
Import Release:
UK Release:
October
November



AMERICAN FOOTBALL. WHAT the bloody hell's that all about, then? Football (not 'soccer', if you don't mind) I can get my head around, no problem. Rugby, fair enough – so you run with the ball rather than kicking it, but it's still easy to follow even if you can never quite work out what a 'knock-on' is. But American football? It's just another

one of those things they decided to do differently after independence just to show everyone that they had nothing to do with those Limeys any more, like driving on the wrong side of the road, taking the 'u' out of words like 'colour' or holding the fork in their right hand. As a result, now they can blow up the entire planet and their sitcoms are better than ours. It's a funny old world.

NFL Quarterback Club '98 is the first yank footy game to appear on the N64, with EA's *John Madden 64* not far behind. I neither know nor care who John Madden is, beyond the fact that he's an old bloater with nylon hair and some connection to the sport, but at least I know what a quarterback is. He's the guy who catches the ball at each 'down' (like a scrum, but without the fondling) and either goes high knees down the field or chucks it to someone else. This somehow makes

him popular with girls and very wealthy, and thus a target for the seething resentment of everyone else on the side.

Trying to stop him are some very big blokes who still feel the need to pad themselves up like the safety patrol, unlike rugby players, for whom missing teeth and cauliflower ears are a sign of manliness. If the team in possession manage to run ten yards up the field in four downs, they get to start the process again until they score, the other side catch the ball or the quarterback gets his chest caved in. And that's American football in a nutshell. No need for statistics, commentators with moustaches and blazers, or dancing girls with tight

tops and short skirts. Mind you, I can live with the last lot!

TALKIN' 'BOUT A RESOLUTION

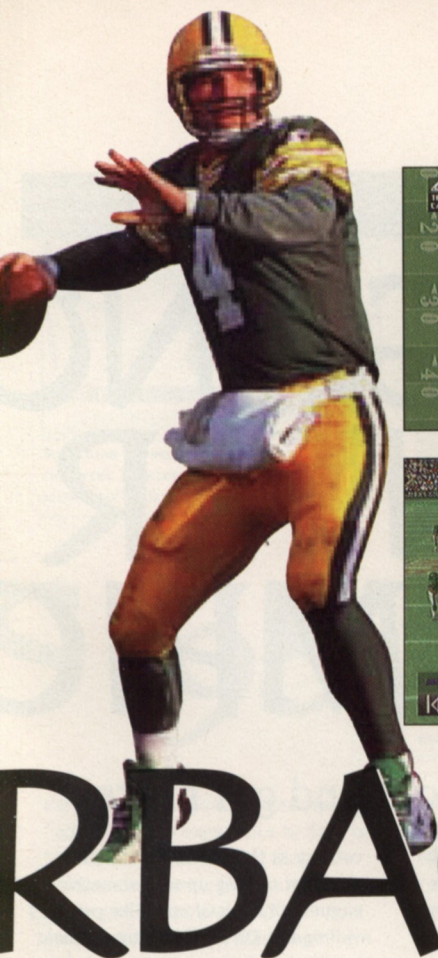
Quarterback Club is the first N64 game to use the machine's high-resolution mode, which makes a big difference to how the game looks on screen. No more *FIFA*-style blurry little gimps way off in the distance – even when they're right down the pitch, you can still make out their numbers. Because the game has the NFL (National Football League, I'm told) licence – hey, there's another word the Americans spell differently! – it's got all the authentic teams and players, assuming you know what



AFTER SCORING, YOU GET TO TRY FOR A CONVERSION (BUT IT'S NOT CALLED THAT).

You can play every single

NFL Quarterback Club '98



QUARTERBACK



IT'S ABSOLUTELY PISSING IT DOWN, BUT WITH ALL THEIR PONYC PADDING THE PLAYERS WILL NEVER NOTICE!



IF YOU'VE LOST A LOT OF GROUND BY THE FOURTH DOWN, YOU CAN TRY TO SCORE A FIELD GOAL.



RED 42! GREEN 19! PURPLE VOLKSWAGEN! HUT! HUT!



KEVIN GREENE? ISN'T HE A DJ?

Prospects: WE'LL EAT THEIR BURGERS, WE'LL WATCH THEIR FILMS... BUT WE WON'T PLAY THEIR SPORTS. STILL, AT LEAST IT'S NOT BASEBALL!



WITH THE CREATE-A-CAM FEATURE, YOU CAN GET RIGHT DOWN INTO THE ACTION!



TOO SLOW! THE QUARTERBACK IS HAMMERED FLAT IN AN UNGODLY PIG-PILE.

and who they are. From the ones everyone's heard of, like the Dallas Cowboys and the New York Giants, to obscure teams like the Buccaneers and the Bengals (who they?), everyone's in there.

Quarterback Club also has a management side – if you want, you can be the American equivalent of Ruud Gullit and trade players to build up your dream side over the course of a season. If you feel up to it, you can play through every single down of the year's matches, which means that there's nobody to blame except yourself when it all goes pear-shaped!

The actual matches are played by making a choice from a list of 'plays' with silly macho names, the plays

varying depending on whether you're in possession (offence) or not (defence), and if you plan to pass the ball to someone further down the field or try and run with it yourself. The former gains you more ground, but is much riskier as the ball might be missed or, worse, intercepted. Once the ball starts to move, all hell breaks loose as enormous men bang heads and you try to get the player in possession (who you control) clear of the pack to do his thing before someone hammers him into the pitch. Astro turf doesn't half sting!

For true armchair quarterbacks, Acclaim have included a Simulation mode which sets up genuine scenarios from historic matches, and

invites the player to change history by playing for themselves! The 50 scenarios available cover three decades of matches, so if you think you can beat some of the sport's most famous players (not that I'd heard of any of them), give it a bash.

The thing is, does anyone in Britain actually care about a mutant version of rugby that's been designed to cater for television advertisers, or are the UK's N64 buyers so desperate for new games that they'll rush out and buy a cart dedicated to an alien sport? And are Acclaim's European arm releasing *Quarterback Club* because they think they've got a game that's so good people will buy it even if they don't know the sport, or are they doing it because the American bosses told them they have to? Reckon y'all'll have to wait 'til next month to find out.

P64

own of the year's matches!

Ninfo



Publisher:
Developer:

Konami
Konami

Game Type:
Origin:

Sports
Japan

Import Release:
UK Release:

Winter 1997
January 1998

Best Time
1:32.68
Total Time
0:58.49



THE SLALOM. NOW, AM I SUPPOSED TO GO TO THE LEFT OF THE RED FLAGS, OR TO THE RIGHT? UM...



THE WINTER OLYMPICS HAVE always been a hell of a lot more interesting than the summer equivalent. Compare and contrast. People running round and round a track (yawn); people hurtling



SNOWBOARD FEVER STRIKES JAPAN. DON'T FORGET TO DRINK YOUR PEPSI MAX, BOYS!



ANOTHER POSER IN THE WORLD'S UGLIEST JACKET.

NAGANO WINTER OLYMPIC

EVERYBODY go out and get PISTE!

down hills at enormous speed with the chance of a dangerous and exciting wipeout (yes!). Yet for some reason, it's the yawnsome Summer Games that get all the hype. This probably comes from us living in a country that grinds to a panic-stricken halt if so much as one snowflake reaches the ground, even though it happens every single year. You'd have thought we'd have got the message by now.

Konami managed to swoop in and get the official Olympic licence without much trouble, something helped by being based in the same

country as the next Games. Rather than just coming up with something vaguely Olympic-shaped like previous videogame Olympiads, Konami could bus their programmers out on a day trip to the real thing at Nagano, armed with tape measures and cameras. All the courses in *Nagano Winter Olympics '98* are based closely on the real thing, with every life-threatening bump and bone-snapping tree accurately positioned.

Konami have a long reputation for making excellent games on an Olympics theme, right back to the old *Track And Field* arcade machine from

Every bone-snapping tree



SPEED SKATING REQUIRES RHYTHM RATHER THAN MAD BUTTON BASHING.

Nagano Winter Olympics '98



MORE BEAN-PROPELLED DOWNHILL CHICANERY. THE SLOPES ARE ALL ACCURATELY MODELLED ON THE REAL THING.



A CONTESTANT REALISES JUST HOW BIG THE SKI-JUMP RAMP IS IN REAL LIFE, AND PROMPTLY POOS HIS PANTS.



NAGANO WINTER OLYMPICS WON'T HAVE DAVID VINE DOING THE COMMENTARY, FORTUNATELY.



S '98

the 1980s, so *Nagano Winter Olympics '98* has a lot of experience to draw on. It's not all button-bashing though – many of the events, like the speed skating, need the player to get into a precise rhythm if they want their lycra-wearing little bloke to stay upright.

As well as the traditional winter sports like downhill skiing, the bobsleigh and the ski-jump, Konami have included some slightly more unusual Olympic events. The luge is a bobsleigh for people who don't think racing down a twisting icy track at 60mph is dangerous enough, so they'd rather do it on a tea tray instead. Fair enough guys, there's a nice rubber room waiting for you at

the bottom. The sport of people in godawful luminous anoraks, snowboarding, is also there – you can either pose your way downhill in a slalom, or *really* show off and perform stunts in a snow-filled half pipe. The weirdest inclusion is curling, probably the only sport where medals can be won for using a brush. It's like bowling, but without neatly mown grass, pipes and that annoying old git from the adverts who's trying to flog life insurance to wrinklies with the promise of a free clock-radio.

Also on the menu are aerial (née 'hotdog') skiing, where competitors try to perform dazzling flips, spins

and somersaults in mid-air before breaking their necks, the aforementioned speed skating, downhill slaloms and the inevitable ski-jump. Yep, Eddie 'the Eagle' Edwards lives again! *Nagano Winter Olympics '98* is also a multi-player game, where up to four people can take part. Depending on the event, players can either compete head-to-head or get into a competitive fury as they try to beat each others' times.

The actual Games themselves begin next February; Konami's game will be waxing its skis in plenty of time for the real thing. Watch out for a review soon from the exclusive 64 MAGAZINE après-ski lodge!

Prospects: LOOKS LIKE IT COULD BE GOLD MEDALS ALL ROUND!

is accurately positioned



THE INSANE AEROBATIC WORLD THAT IS AERIAL SKIING! POINTS ARE SCORED BY PERFORMING OUTRAGEOUS STUNTS.



91



BOMBER

Ninfo



Publisher:
Developer:

Nintendo
Hudsonsoft

Game Type:
Origin:

Blow-em-up
Japan

Import Release: Out Now (Japan)
UK Release: December

Since its **CONCEPTION**, the arcade **CLASSIC** Bomberman has been converted to just about every **GAMES** format known to **MAN**. Now, it's **REACHED** the N64...



AH, THE NOBLE ART OF
'chucking-bombs-at-people',
what fun! *Bomberman* has

been around since the year dot, a relic from the time when computer and video games were frowned upon by the general population, and games players gathered in secret in dusty back-rooms and bedrooms, hunched over laughably low-powered home computers to play games with names like *Jet Set Willy*, *Target Renegade*, and *Alien 8*, all of which were, by today's standards, somewhat 'graphically challenged'. But these games were however – probably *because* of the aesthetic restrictions – devilishly good fun to play.

For these games had one magic ingredient: playability. That was the big draw for those underground software junkies, who, if they had ever been found out, would have been ridiculed by their peers, for the simple reason that computer games then were just not 'cool' (this was at a time when the word 'cool' itself was still

'cool', so that might give you some idea of how long ago we're talking).

With the advent of Nintendo's consoles, the videogame revolution finally began. No-one can really say why, or how, but video games eventually became socially acceptable, coming out of the closet, as it were. But while these new games were graphically more impressive, with far better sound, those legions of

secret gamers that had supported the industry over the preceding years watched in dismay and shook their heads as they observed the vital component, the life's blood of computer and video games, that magical ingredient, playability, slowly start to wane, as companies pushed it aside in pursuit of bigger and more impressive visuals.

Soon though, even the new



HMM... SETTING OFF BOMBS ON AN OIL RIG. VERY SENSIBLE! WHAT ABOUT THE IMPRESSIONABLE YOUNGSTERS? MRS WHITEHOUSE WILL HEAR ABOUT THIS!

You'll be so impressed you might just faint with the excitement

generation of games players, drawn by the bright colours, and flashy graphics, began to realise that these games were not what they seemed, they lacked... something. And it was then that the companies turned back in despair to the old games, and, recognising their value, saw fit to convert them, update them, and generally re-hash them. And thus, games like *Bomberman* gained a new lease on life.

Which brings us up to the present, and to the eagerly awaited *Bomberman 64*. [About time too – Ed]

SIMPLE, EASY AND FUN TO DO!

Basically, the plot of *Bomberman* has always been quite simple. In single-player mode, you run around and blow up the enemy and complete

simple tasks, and in the multi-player mode, you run around blowing the other players up before they do the same to you.

In *Bomberman 64*, the one-player mode consists of five radically different stages, all with their own huge bosses. Making use of the N64's capabilities, the game is in impressive 3D, similar in look to *Mario 64*.

One important change to the gameplay is the way in which the bombs work. Where previously, Bomberman simply lobbed bombs at his enemies to blow them to kingdom come, now the bombs simply knock his enemies unconscious, and he must then pick them up and physically throw them to their deaths. Why, you ask? Perhaps the game was considered too violent for today's far more squeamish games-playing



FOUR PLAYER BATTLE MODE, AND BLUE'S A BIT CROSS-EYED. (GET IT? CROSS EYED! CROSS... OH, I GIVE UP!)



GET READY TO EAT BOMBS, YOU RED-PLUMED GIT! I... OH, ER, DID SOMEONE LEAVE THE GAS ON?

MAN 64



IT'S THE MAN HIMSELF! (HIS HEAD DOUBLES AS A FLAT-SCREEN TV, YOU KNOW).



IS IT A BIRD? IS IT A PLANE? NO, IT'S A BLOODY HUGE FIRE-BREATHING BLUE DRAGON, THAT'S WHAT IT IS! CALL THE FIRE BRIGADE, CALL ST GEORGE! RUUUN!

ent of it all

audience or something (like... yuh-huh!).

The multi-player gameplay has been tweaked somewhat too. The play arenas consist of a range of different battle areas – some will be recognisable from previous *Bomberman* incarnations, and there are brand new multi-level arenas that make good use of the N64's 3-D viewpoint.

Another change can be seen in the explosions. Fans of the game will be familiar with the 'cross-ways' explosions, which used to take out anything one square either side, above and below the detonation point, and meant that players could simply hide behind nearby blocks to avoid the blast. Now however, explosions are – more realistically – 'rounder', and this means that the



explosion blossoms out, nuking the whole area

around it, including anyone hiding just behind a block. More carnage anyone?

THEY'RE HUGE, HUGE I TELL YOU!

By the way, those end of level bosses that were mentioned? Well, they're huge. You'll be so impressed you might just faint with the excitement of it all. They include a huge dragon, called, er... Drago, and some-kind of giant robot bloke, who bristles with armaments.

In addition to all the usual enemies, there is now a secret character (well, what 3-D adventuring game would be complete without at least one of those?) though not much is known about him at the moment – hence the



OH NO! IT'S THAT HUGE FIREBALL THAT WAS GOING TO CRASH INTO THE EARTH IN ABOUT A MILLION YEARS - AND IT'S ARRIVED EARLY! HELP! AAAH! HOT! HOT! (GIVES A NICE TAN THOUGH!)



THE PLAYER SELECT SCREEN PRESENTS YOU WITH BOMBERMEN IN CRYO-TANKS JUST WAITING TO BE THAWED FOR ACTION.



BOOOOOOM! RIGHT, THAT'S TESTED ME BOMBS. NOW WHAT THE HELL DO I DO? I KNOW, A SPOT OF BIRDWATCHING!



BLUE RESORT LEVEL CONTAINS NUMEROUS CHIMNEYS. HEY, WAIT A MINUTE, THAT'S NOT A CHIMNEY, IT'S A GUN TURRET! RUN AWAY!

label 'secret character' – but we'll bring you more on him when we learn of it. Or then again, perhaps we won't. After all, it'd be a shame to spoil the secret, wouldn't it?

Putting *Bomberman* into 3-D was the obvious thing to do for the one-player game, and should make it more fun to play, but have Hudson messed things up by changing the way the multi-player game works? The Super NES *Bomberman 2* was a miserable farce because the perfect gameplay (and we don't mean that lightly) of its predecessor was farted about with and basically ruined. If it ain't broke, don't fix it, we say. You'll be able to hear our verdict next issue... if we don't blow ourselves up first!



Prospects: IF THIS GAME HAS HALF THE PLAYABILITY OF ITS PREDECESSORS, WE'RE ONTO A WINNER!

BACK ISSUES

MISSING an issue? You need no longer live in darkness and gloom!



ISSUE 1 - SOLD OUT

- Well, it's sold out, but you could have read about *Mario 64* and *Wave Race*. Alas, you can't any more.



ISSUE 2

- Starfox!* *Blast Corps!* *Turok!* Complete *Turok* guide! The *Mario 64* and *Shadows Of The Empire* solutions begin!



ISSUE 3

- Mission: Impossible!* *ISS 64!* *Blast Corps* complete solution! The horror that is *Kabuki Jo!*



ISSUE 4

- Banjo-Kazooie!* *Conker's Quest!* *Goldeneye!* *F-Zero 64!* *Go! Go! Troublemakers!* *Mario Kart 64* guide!



ISSUE 5

- Extreme G!* Behind the scenes of *Goldeneye!* *MRC!* *Goemon!* *Lylat Wars* review and players' guide!

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NINDEX

The Nindex is the **AUTHORITATIVE** guide to Nintendo 64 software, detailing **EVERY** game we've ever **REVIEWED** (and some we haven't, on the grounds that they're just too **OBSCURE**). Both official releases and import games are **COVERED**, giving you all the information you **NEED** when deciding what games to buy. It's **ALL** here!

BLAST CORPS

Publisher: Nintendo
Reviewed: Issue 3
An excellent combination of racing game, shoot-'em-up and nerve-scraping puzzler. Try to prevent a nuclear disaster by safely guiding a runaway missile carrier through each level – by destroying everything in its path! Addictive fun, but not that long-lasting.

88
percent



CRUIS'N USA

Publisher: GT Interactive
Reviewed: Issue 1 (import)
Absolutely pathetic attempt at a racing game, redeemed only by... well, nothing, actually. It's utter rubbish, but terrifyingly isn't the worst game out on the N64.

31
percent

DARK RIFT

Publisher: Vic Tokai
Reviewed: Issue 4 (import)
A beat-'em-up which looks extremely nice (with 60 frame per second graphics) but plays like a compendium of every other fighter ever written, so is rather dull. Nothing special.

60
percent

DOOM 64

Publisher: GT Interactive
Reviewed: Issue 1 (import)
Graphically upgraded but otherwise unsurprising update of the aging PC classic. Fun for a while, but looks very old hat when compared to games like *Turok* and *Goldeneye*.

81
percent

DORAEMON

Publisher: Epoch
Reviewed: Issue 3 (import)
The first (but undoubtedly not the last) *Mario 64* clone, which plays almost identically to the Nintendo game, except not as well. Loads of Japanese text and extreme easiness hinder playability.

50
percent

F1 POLE POSITION

Publisher: Ubi Soft
Reviewed: Issue 6
An update of *Human Grand Prix* (qv), with improved graphics and an official F1 licence that banishes Hamon Dill forever! It plays well enough and has a lot of depth, but may be a little on the arcadey side for hardcore F1 fanatics.

86
percent

FIFA 64

Publisher: EA Sports
Reviewed: Issue 2
Completely awful football game that is kicked off the field by Konami's *ISS 64*, yet still became a best-seller purely on the strength of its name. You *can* fool some of the people all the time.

29
percent

GANBARE GOEMON

Publisher: Konami
Featured: Issue 5 (import)
Wild and wacky follow-up to the popular Super NES series of *Goemon* games, which in its current form suffers from a lack of action and a surfeit of Japanese text which makes puzzle solving all but impossible.

70
percent

THE GLORY OF ST ANDREWS

Publisher: Seta
Reviewed: Issue 3 (import)
Now here's the worst game on the N64... so far. This abysmal golf game suffers from inaccurate controls, lousy graphics and a general air of shoddiness. Avoid at all costs!

25
percent

GO! GO! TROUBLEMAKERS

Publisher: Enix
Reviewed: Issue 4 (import)
Although a 2-D platform game looks out of place amongst the N64's 3-D wizardry, *Troublemakers* is actually surprisingly playable, with plenty of variety and a lot of clever touches. Once you've got past the Japanese text, though, it's fairly easy.

80
percent

GOLDENEYE

Publisher: Nintendo
Featured: Issue 5 (import)
An absolutely superb title which takes first-person games to a new level, and also lets you relieve your bloodlust into the bargain! Bond is back in a game that showcases what the N64 is really capable of.

96
percent

HABU SHOGI

Publisher: Seta
Featured: Issue 3 (import)
Shogi is a variation on chess, but since we don't know the rules and the text is in Japanese, reviewing this would be a meaningless and futile action.

N/A

HUMAN GRAND PRIX

Publisher: Human
Reviewed: Issue 2 (import)
An okay-but-nothing-special Formula One racing game, only without an official licence so it's full of drivers like Hamon Dill. Comes across like a tarted-up Super NES game.

78
percent

ISS 64

Publisher: Konami
Reviewed: Issue 3
If we went in for changing scores after the initial review, we'd be tempted to knock this up by a couple of percent. It's a great single player game, an awesome multi-player experience, and quite simply the best football game ever.

91
percent

J-LEAGUE DYNAMITE SOCCER

Publisher: Imagineer
Reviewed: Issue 6 (import)
Up against the mighty *ISS 64*, this is like pitting a Sunday League team against Man United. Despite some neat touches, it's hard to play because you're never sure which player you're controlling – and everyone's a midget!

55
percent

KILLER INSTINCT GOLD

Publisher: Nintendo
Reviewed: Issue 3
Nintendo's entry into the beat-'em-up market is a playable if not stunning 2-D fighter, which relies on ultra-speed and massive combos for playability. Fun in short bursts, but not something you'll keep coming back to.

75
percent

LYLAT WARS/STARFOX 64

Publisher: Nintendo
Reviewed: Issue 2 (import)
Spectacular shoot-'em-up which really shows off what the N64 can do when it's pushed. Those who've played *Starfox/Starwing* on the Super NES might have a feeling of déjà vu in play, but it's still tremendous fun.

95
percent

MAHJONG MASTER

Publisher: Konami
Featured: Issue 3 (import)
If you A: don't know the rules of Mahjong, and B: don't know Japanese, there's no point whatsoever buying this game.

N/A

MAHJONG 64

Publisher: Koei
Featured: Issue 3 (import)
As with Konami's Mahjong game, this is likely to have an *extremely* limited appeal in the UK (we reckon, oh, two people *might* be interested), hence the lack of a review.

N/A

MARIO KART 64

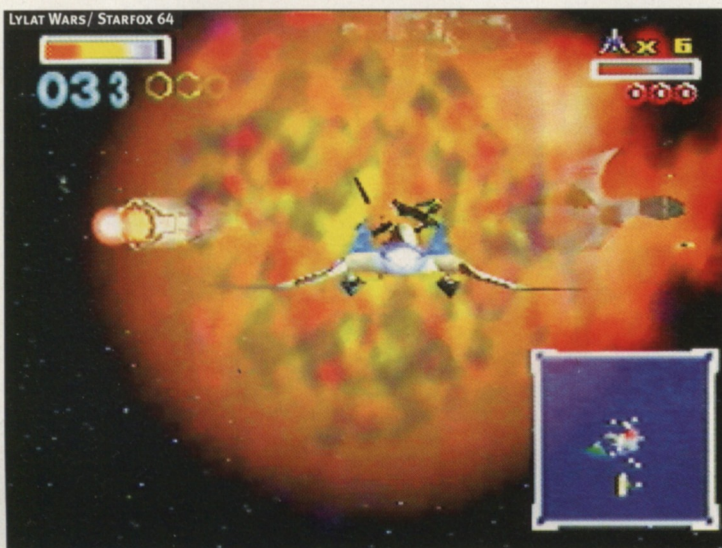
Publisher: Nintendo
Reviewed: Issue 3
Superb racing game for one to four players, which did a Prodigy on its release by outselling all the other games in the all-formats chart put together! Let down only by a lazy and slow PAL conversion and a new Battle Mode which is too complex to be fun.

94
percent

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive
Reviewed: Issue 3
Boring, bland and as up-to-date as a 78 of Arthur Askey tunes, *Mortal Kombat* goes down the krapper with this update too far. Only *MK* mugs could like it, but there seems to be a worrying number of them around.

62
percent



MULTI RACING CHAMPIONSHIP

Publisher: Imagineer

Featured: Issue 5 (import)

The N64's first 'proper' racing game, if you don't count Cruis'n USA, and let's face it, who does? Although praised to high heaven by other mags, we found it disappointing in the extreme as it is almost totally lacking in challenge.

67
percent

NBA HANGTIME

Publisher: Midway

Reviewed: Issue 2 (import)

Mediocre basketball game which looks very similar to the Super NES's *NBA Jam*, but doesn't play as well. The four-player mode provides some brief fun, but nothing that lasts.

60
percent

PILOTWINGS 64

Publisher: Nintendo

Reviewed: Issue 1

A game which divided opinion – some were entranced by its freeform airborne gameplay and realistic flight handling, while others thought it lacked focus and was too 'drifty'. For those who get into it, there's plenty to do, and it looks superb.

89
percent

POWERFUL PRO BASEBALL 64

Publisher: Konami

Featured: Issue 3 (import)

Given baseball's lack of popularity in Britain and the enormous amount of Japanese options, we thought we'd hold off on reviewing this until an American conversion appears...

N/A

PRO BASEBALL KING

Publisher: Imagineer

Featured: Issue 3 (import)

Again, as with Konami's baseball game, we decided it wouldn't be fair to review this until a comprehensible version appears.

N/A

SHADOWS OF THE EMPIRE

Publisher: Nintendo

Reviewed: Issue 1

Another opinion polariser; tightly-crafted *Star Wars* adventure classic, or ropey *Doom* clone with blurry backgrounds and hackwork gameplay? The review score says the former, but we suspect time won't be very kind to it.

88
percent

SUPER MARIO 64

Publisher: Nintendo

Reviewed: Issue 1

The N64's first game, and for a long time the only one which showed off the machine's true abilities. The fact that it took us four issues to print the full solution shows just how much there is to do! A genuine classic.

95
percent



TETRISPHERE

Publisher: Nintendo

Reviewed: Issue 5 (import)

A pseudo 3-D variation on the classic falling block puzzle, where matching blocks have to be grouped on the surface of a sphere. It gets more addictive as it goes on, but isn't a match for the Game Boy original.

77
percent

TUROK: DINOSAUR HUNTER

Publisher: Acclaim

Reviewed: Issue 2

Considering the title, there's a marked shortage of dinosaurs in this game! *Turok* is a souped-up *Doom*, with lush graphics and OTT gore, but the promise of the early levels eventually deteriorates into lots of wandering around mazes. Good but not great.

82
percent

WAVE RACE 64

Publisher: Nintendo

Reviewed: Issue 1

"*Wave Race 64* alone justifies the cost of the N64," burred our reviewer excitedly, and that was when the N64 cost £250! We wouldn't go that far, but it's still an excellent

94
percent

game, the jetskis having great handling as they crash through amazingly real seascapes.

WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive

Reviewed: Issue 2 (import)

The title tells you all you need to know about the game type, but how does it play? Not bad at all, actually, the N64's analogue controller being ideal for this kind of game.

84
percent

WAR GODS

Publisher: Midway (import)

Reviewed: Issue 3 (import)

This pathetic excuse for a beat-'em-up is based on *Mortal Kombat*, only in 3-D. And boy, does it bite, as the Americans might say. The fighters are some of the most stupid yet, and it plays like a one-legged pig with a broken ankle.

59
percent

WONDER PROJECT J2

Publisher: Enix

Featured: Issue 3 (import)

The premise is intriguing – a 'virtual life' game where you have to guide a young android girl into making the right decisions in life – but it relies heavily on Japanese text. Which we can't read.

N/A



The Nindex will be updated every month to provide you with the most accurate buying information you can find for N64 games!



TICK... TICK... TICK... BOOM!



BOMBERMAN 64

Issue 7 on sale November 6

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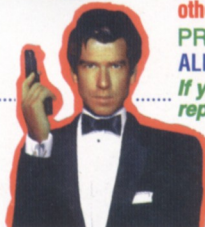
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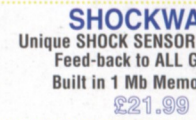
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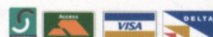
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